

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Investigator

You start knowing that 1 of 2 players is a particular Minion.



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Undertaker

Each night*, you learn which character died by execution today.



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Balloonist

Each night, you learn a player of a different character type than last night.
[+0 or +1 Outsider]



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Soldier

You are safe from the Demon.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Mayor

If only 3 players live & no execution occurs, your team wins.
If you die at night, another player might die instead.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDERS



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Saint

If you die by execution, your team loses.



Zealot

If 5 or more players are alive, you must vote for every nomination.

MINIONS



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.
If a player is then executed, their team loses.



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night*, a player might die. [+1 Minion]



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

DEMONS

*Not the first night