

TOWNSFOLK



Chef

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



Washerwoman

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



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. **[1 Townsfolk is evil]**



Undertaker

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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.



Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. **[+the Damsel]**



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



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Drunk

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



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Saint

If you die by execution, your team loses.

MINIONS



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.



Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. **[No Demon]**



Baron

There are extra Outsiders in play. **[+2 Outsiders]**

DEMONS



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Shabaloth

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



Al-Hadikhia

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Leviathan

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

*Not the first night