

# TOWNSFOLK



## Steward

You start knowing 1 good player.



## Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



## Bounty Hunter

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



## 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.



## Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



## Balloonist

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



## Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



## Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



## Nightwatchman

Once per game, at night, choose a player: they learn you are the Nightwatchman.



## Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



## 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.

# OUTSIDERS



## Butler

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



## Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



## Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



## Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

# MINIONS



## Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



## Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



## Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



## Baron

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

# DEMONS



## Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

\*Not the first night