

TOWNSFOLK



**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.



**Librarian**

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



**Empath**

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



**Innkeeper**

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



**Preacher**

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



**Mathematician**

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



**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.



**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.



**Tea Lady**

If both your alive neighbors are good, they can't die.



**Virgin**

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

OUTSIDERS



**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.



**Politician**

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

MINIONS



**Poisoner**

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



**Devil's Advocate**

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



**Assassin**

Once per game, at night\*, choose a player: they die, even if for some reason they could not.



**Widow**

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

DEMONS



**No Dashii**

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



**Pukka**

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



**Vortex**

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



**Vigormortis**

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

\*Not the first night