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.

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

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.

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

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

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

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.

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

Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMONS

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

Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

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

Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

*Not the first night