

TOWNSFOLK



**Steward**

You start knowing 1 good player.



**Noble**

You start knowing 3 players, 1 and only 1 of which is evil.



**Washerwoman**

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



**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.



**Dreamer**

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



**King**

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



**Savant**

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



**Fisherman**

Once per game, during the day, visit the Storyteller for some advice to help your team win.



**Soldier**

You are safe from the Demon.



**Ravenkeeper**

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



**Choirboy**

If the Demon kills the King, you learn which player is the Demon. [+ the King]



**Mayor**

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

OUTSIDERS



**Goon**

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



**Drunk**

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



**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



**Zealot**

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

MINIONS



**Poisoner**

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



**Fearmonger**

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



**Widow**

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



**Marionette**

You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]



**Yaggababble**

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



**Imp**

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



**Lord Of Typhon**

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



**Lleech**

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

DEMONS

\*Not the first night