

Steward

You start knowing 1 good player.



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Librarian

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



Shugenja

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



Undertaker

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Preacher

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



Recluse

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



Politician

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



Zealot

Fool

you don't.

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



Heretic *

Snake Charmer

Alsaahir

good wins.

Nightwatchman

Ravenkeeper If you die at night,

Tea Lady

they can't die.

The first time you die,

Each night, choose an alive player:

Once per day, if you publicly guess

with you & is then poisoned.

a chosen Demon swaps characters & alignments

which players are Minion(s) and which are Demon(s),

Once per game, at night, choose a player:

they learn you are the Nightwatchman.

you are woken to choose a player:

If both your alive neighbors are good,

you learn their character.

Whoever wins, loses & whoever loses, wins, even if you are dead.



Assassin

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Widow

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



No Dashii

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



Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Fang Gu

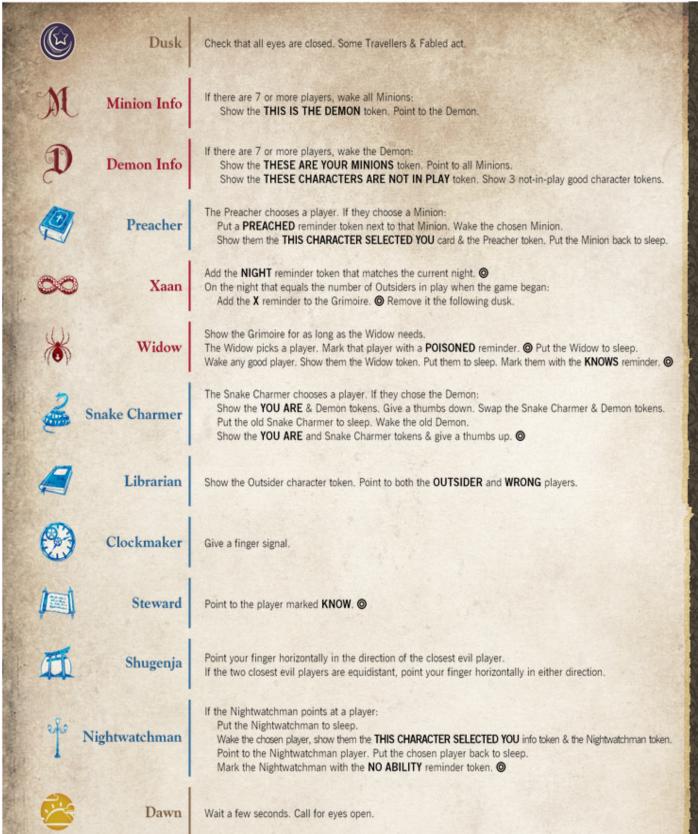
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Legion 🎤 🥙

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]







Nightwatchman

Put the Nightwatchman to sleep.

Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep.

Mark the Nightwatchman with the NO ABILITY reminder token. @

Dawn

Wait a few seconds. Call for eyes open & immediately say who died.