

TOWNSFOLK



Grandmother

You start knowing a good player & their character.
If the Demon kills them, you die too.



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.



Balloonist

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



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.



Nightwatchman

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



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.



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.



Butler

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



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.



Poisoner

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



Spy

Each night, you see the Grimoire.
You might register as good
& as a Townsfolk or Outsider, even if dead.



Scarlet Woman

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



Baron

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



Vigormortis

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



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]**



Fang Gu

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



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.

*Not the
first night

OUTSIDERS

MINIONS

DEMONS