

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.



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Mathematician

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



Dreamer

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



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.



Lycanthrope

Each night*, choose an alive player.

If good, they die & the Demon doesn't kill tonight.

One good player registers as evil.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Virgin

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



Poppy Grower

Minions & Demons do not know each other.

If you die, they learn who each other are that night.



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.



Plague Doctor

If you die, the Storyteller gains a Minion ability.



Politician

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



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.

If a player is then executed, their team loses.



Yaggababble

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



Ojo

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



Zombuul

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

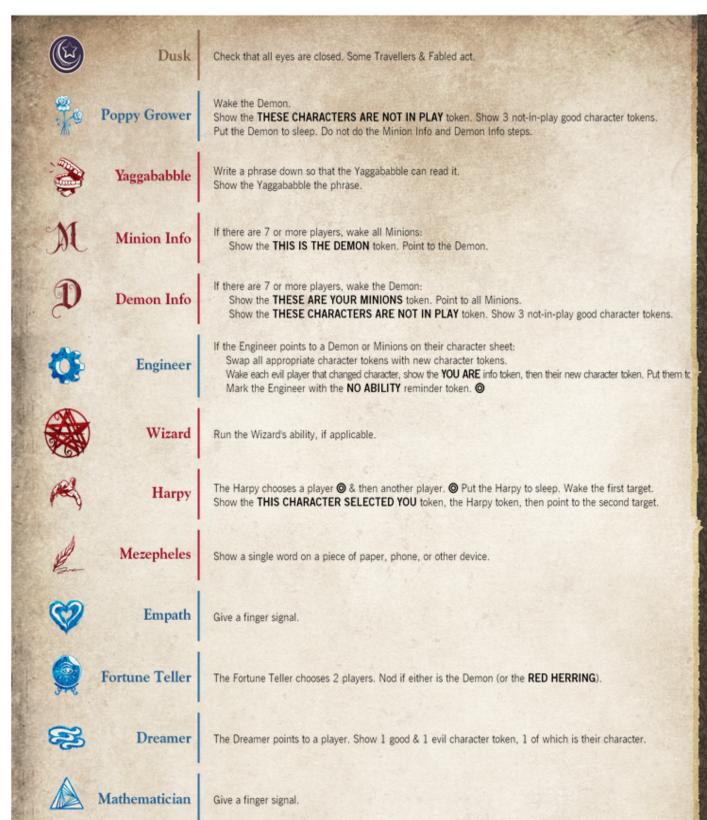


Legion 💢

Each night*, a player might die.

Executions fail if only evil voted.

You register as a Minion too. [Most players are Legion].



Dawn

Wait a few seconds. Call for eyes open.

