

TOWNSFOLK



Steward

You start knowing
1 good player.



Investigator

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



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.)



Monk

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



Sailor

Each night, choose an alive player:
either you or they are drunk until dusk.
You can't die.



Dreamer

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



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.



Philosopher

Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.



Slayer

Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.



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.

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



Widow

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



Mastermind

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



Baron

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



Xaan

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

DEMONS



Pukka

Each night, choose a player: they are poisoned.
The previously poisoned player dies then becomes
healthy.



Lil' Monsta

Each night, Minions choose
who babysits Lil' Monsta & 'is the Demon'.
Each night*, a player might die. [+1 Minion]



Fang Gu

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



Riot

On day 3, Minions become Riot
& nominees die but nominate an alive player immediately.
This must happen.

*Not the
first night