

Steward

You start knowing 1 good player.



Librarian

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



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.



Tea Lady

If both your alive neighbors are good, they can't die.



Preacher

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



Undertaker

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



Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.

You might register as evil & as a Minion or Demon,

Each night*, choose a player (not yourself):

they are safe from the Demon tonight.

you are woken to choose a player: you learn their character.

you learn that it is 1 of 2 players.

Once per game, during the day, publicly choose a player:

if they are the Demon, they die.

Each night, choose an alive player:

either you or they are drunk until dusk.

Ravenkeeper

If you die at night,

If the Demon kills you,

Sage

Slayer

Sailor

You can't die.

Cult Leader



Butler

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Damsel

even if dead.

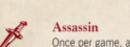
Recluse

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Widow 👠

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



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]



No Dashii

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



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.



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

