

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Grandmother

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



## Undertaker

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



## Sailor

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



## General

Each night, you learn which alignment  
the Storyteller believes is winning:  
good, evil, or neither.



## Chambermaid

Each night, choose 2 alive players (not yourself):  
you learn how many woke tonight due to their  
ability.



## Village Idiot

Each night, choose a player:  
you learn their alignment.  
[+0 to +2 Village Idiots. 1 of the extras is drunk]



## 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.



## Philosopher

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



## Cannibal

You have the ability of the recently killed executee.  
If they are evil, you are poisoned  
until a good player dies by execution.



## Banshee

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



## Mayor

If only 3 players live & no execution occurs,  
your team wins.  
If you die at night, another player might die instead.



## Magician

The Demon thinks you are a Minion.  
Minions think you are a Demon.

# OUTSIDERS



## Drunk

You do not know you are the Drunk.  
You think you are a Townsfolk character,  
but you are not.



## Klutz

When you learn that you died, publicly choose  
1 alive player: if they are evil, your team loses.



## Hatter

If you died today or tonight,  
the Minion & Demon players  
may choose new Minion & Demon characters to be.



## Mutant

If you are "mad" about being an Outsider,  
you might be executed.



## Puzzlemaster

1 player is drunk, even if you die.  
If you guess (once) who it is, learn the Demon player,  
but guess wrong & get false info.

# MINIONS



## Cerenovus

Each night, choose a player & a good character:  
they are "mad" they are this character tomorrow,  
or might be executed.



## Pit-Hag

Each night\*, choose a player  
& a character they become (if not-in-play).  
If a Demon is made, deaths tonight are arbitrary.



## Marionette

You think you are a good character but you are not.  
The Demon knows who you are.  
[You neighbor the Demon]



## Xaan

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

# DEMONS



## Kazali

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



## Vigormortis

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



## Fang Gu

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

\*Not the  
first night