

TOWNSFOLK



Grandmother

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



Town Crier

Each night*, you learn
if a Minion nominated today.



Empath

Each night, you learn how many
of your 2 alive neighbours are evil.



Innkeeper

Each night*, choose 2 players:
they can't die tonight, but 1 is drunk until dusk.



Gambler

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



Monk

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



Chambermaid

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



Snake Charmer

Each night, choose an alive player:
a chosen Demon swaps characters & alignments
with you & is then poisoned.



Courtier

Once per game, at night, choose a character:
they are drunk for 3 nights & 3 days.



Professor

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



Juggler

On your 1st day,
publicly guess up to 5 players' characters.
That night, you learn how many you got correct.



Soldier

You are safe
from the Demon.



Fool

The first time you die,
you don't.

OUTSIDERS



Ogre

On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.



Drunk

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



Moonchild

When you learn that you died,
publicly choose 1 alive player.
Tonight, if it was a good player, they die.



Mutant

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

MINIONS



Poisoner

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



Fearmonger

Each night, choose a player:
if you nominate & execute them, their team loses.
All players know if you choose a new player.



Psychopath

Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.



Vizier

All players know who you are.
You can not die during the day.
If good voted, you may choose to execute immediately.



No Dashii

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



Po

Each night*, you may choose a player: they die.
If your last choice was no-one,
choose 3 players tonight.



Al-Hadikhia

Each night*, you may choose 3 players (all players learn who):
each silently chooses to live or die,
but if all live, all die.



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

DEMONS