

TOWNSFOLK



Steward

You start knowing
1 good player.



Washerwoman

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



Shugenja

You start knowing if your closest evil player
is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.



Town Crier

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



Undertaker

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



Balloonist

Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]



Dreamer

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



Gossip

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



Seamstress

Once per game, at night,
choose 2 players (not yourself):
you learn if they are the same alignment.



Philosopher

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



Artist

Once per game, during the day,
privately ask the Storyteller any yes/no question.



Soldier

You are safe
from the Demon.



Ravenkeeper

If you die at night,
you are woken to choose a player:
you learn their character.

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.



Sweetheart

When you die,
1 player is drunk from now on.



Saint

If you die by execution,
your team loses.



Mutant

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

MINIONS



Spy

Each night, you see the Grimoire.
You might register as good
& as a Townsfolk or Outsider, even if dead.



Psychopath

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



Baron

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



Boffin

The Demon (even if drunk or poisoned)
has a not-in-play good character's ability.
You both know which.



Yaggababble

You start knowing good & evil. Each night, you can publicly choose a player: they die.



No Dashii

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



Imp

Each night*, choose a player: they die.
If you kill yourself this way,
a Minion becomes the Imp.



Lleeche

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