

TOWNSFOLK



Steward

You start knowing
1 good player.



Investigator

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



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.



Bounty Hunter

You start knowing 1 evil player.
If the player you know dies, you learn another
evil player tonight. **[1 Townsfolk is evil]**



Undertaker

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



Empath

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



Gambler

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



Dreamer

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



Nightwatchman

Once per game, at night, choose a player:
they learn you are the Nightwatchman.



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.



Ravenkeeper

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

OUTSIDERS



Recluse

You might register as evil & as a Minion or Demon,
even if dead.



Sweetheart

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



Golem

You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.



Saint

If you die by execution,
your team loses.

MINIONS



Fearmonger

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



Boomdandy

If you are executed, all but 3 players die.
After a 10 to 1 countdown,
the player with the most players pointing at them, dies.



Marionette

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



Boffin

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

DEMONS



Shabaloth

Each night*, choose 2 players: they die.
A dead player you chose last night might be
regurgitated.



Vigormortis

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



Ojo

Each night*, choose a character: they die.
If they are not in play,
the Storyteller chooses who dies.



Legion

Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. **[Most players are Legion]**

*Not the
first night