

TOWNSFOLK



Investigator

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



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.



Empath

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



Acrobat

Each night*, choose a player: if they are drunk or poisoned, you die.



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]



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Lycanthrope

Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



Philosopher

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



Soldier

You are safe from the Demon.



Banshee

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



Atheist

The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]

OUTSIDERS



Klutz

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



Saint

If you die by execution, your team loses.



Zealot

If 5 or more players are alive, you must vote for every nomination.



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



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.



Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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.



Imp

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



Po

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



Lord Of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



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.

DEMONS

*Not the first night