

TOWNSFOLK



**Knight**

You start knowing 2 players that are not the Demon.



**Grandmother**

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



**Librarian**

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



**Flowergirl**

Each night\*, you learn if a Demon voted today.



**Acrobat**

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



**Exorcist**

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



**Savant**

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



**Philosopher**

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



**Fisherman**

Once per game, during the day, visit the Storyteller for some advice to help your team win.



**Juggler**

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



**Sage**

If the Demon kills you, you learn that it is 1 of 2 players.



**Tea Lady**

If both your alive neighbors are good, they can't die.

OUTSIDERS



**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.



**Barber**

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



**Politician**

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS



**Mezpheles**

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



**Harpy**

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



**Witch**

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



**Psychopath**

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

DEMONS



**Yaggababble**

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



**Po**

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



**Legion**

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



**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]**

\*Not the first night