

TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Investigator

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



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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.



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.



Nightwatchman

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



Professor

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



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Ravenkeeper

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

OUTSIDERS



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Golem

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



Sweetheart

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



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINIONS



Harpy

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



Marionette

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



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



No Dashii

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



Shabaloth

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



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Legion

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

DEMONS

*Not the first night