

TOWNSFOLK


Steward

You start knowing
1 good player.


Noble

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


Washerwoman

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


Flowergirl

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


Empath

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


Monk

Each night*, choose a player (not yourself):
they are safe from the Demon tonight.


Balloonist

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


Fortune Teller

Each night, choose 2 players:
you learn if either is a Demon.
There is a good player that registers as a Demon to you.


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.


Artist

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


Slayer

Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.


Cannibal

You have the ability of the recently killed executee.
If they are evil, you are poisoned
until a good player dies by execution.

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.


Lunatic

You think you are a Demon, but you are not.
The Demon knows who you are
& who you choose at night.


Sweetheart

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


Moonchild

When you learn that you died,
publicly choose 1 alive player.
Tonight, if it was a good player, they die.

MINIONS


Poisoner

Each night, choose a player:
they are poisoned tonight and tomorrow day.


Cerenovus

Each night, choose a player & a good character:
they are "mad" they are this character tomorrow,
or might be executed.


Widow

On your 1st night, look at the Grimoire
& choose a player: they are poisoned.
1 good player knows a Widow is in play.


Marionette

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


Imp

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


Kazali

Each night*, choose a player: they die.
[You choose which players are which Minions.
-? to +? Outsiders]


Po

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


Fang Gu

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]

DEMONS

*Not the
first night