

Knight

You start knowing 2 players that are not the Demon.



Chef

You start knowing how many pairs of evil players there are.



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.



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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.



Lycanthrope

Each night*, choose an alive player.

If good, they die & the Demon doesn't kill tonight.

One good player registers as evil.



Slayer

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



Soldier

You are safe from the Demon.



Ravenkeeper

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



Mayor

If only 3 players live & no execution occurs, your team wins.

If you die at night, another player might die instead.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Recluse

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



Saint

If you die by execution, your team loses.



Zealot

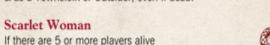
If 5 or more players are alive, you must vote for every nomination.



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

& the Demon dies, you become the Demon.





Baron

There are extra Outsiders in play. [+2 Outsiders]



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Yaggababble

(Travellers don't count)

Yousetknovingassoetphase. Foreign fire you scioltpubly to by a player right to



Kazali 😲

Each night*, choose a player: they die.

[You choose which players are which Minions.
-? to +? Outsiders]



Imp

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



Legion 2

Each night*, a player might die.

Executions fail if only evil voted.

You register as a Minion too. [Most players are Legion].

