

Investigator

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



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.)



Undertaker

Each night*, you learn which character died by execution today.



Monk

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



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

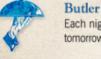


Drunk

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

If only 3 players live & no execution occurs,

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



Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Goon

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



Saint

If you die by execution, your team loses.

Scarlet Woman

Fortune Teller

Cult Leader

Nightwatchman

Ravenkeeper If you die at night,

Mayor

your team wins.

Each night, choose 2 players:

you learn if either is a Demon.

Once per day, if you publicly guess

There is a good player that registers as a Demon to you.

Each night, you become the alignment of an alive neighbor.

If all good players choose to join your cult, your team wins.

which players are Minion(s) and which are Demon(s),

Once per game, at night, choose a player:

they learn you are the Nightwatchman.

you are woken to choose a player:

you learn their character.



Poisoner

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



Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned.

1 good player knows a Widow is in play.



If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Baron

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



No Dashii

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



Fang Gu

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



Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.