

TOWNSFOLK



Soldier

You are safe from the Demon.



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Oracle

Each night*, you learn how many dead players are evil.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



Empath

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



Professor

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



Sage

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



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Philosopher

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



Pacifist

Executed good players might not die.

OUTSIDERS



Sweetheart

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



Damsel

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



Recluse

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



Mutant

If you are "mad" about being an Outsider, you might be executed.

MINIONS



Poisoner

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



Mastermind

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



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Baron

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

DEMONS



Fang Gu

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



Imp

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



Dusk



Philosopher



Minion info



Demon info



Poisoner



Courtier



Snake Charmer



Devil's Advocate



Damsel



Empath



Fortune Teller



Dreamer



Chambermaid



Dawn

FIRST NIGHT



I SEE DEAD PEOPLE



JINXES

None available

RECOMMENDED



TRAVELLERS



Harlot



Scapegoat

FABLED



Djinn

STHGIN OREHTO



Dawn



Chambermaid



Oracle



Dreamer



Fortune Teller



Empath



Damsel



Professor



Banshee



Sage



Sweetheart



Fang Gu



Imp



Devil's Advocate



Snake Charmer



Courtier



Poisoner



Philosopher



Harlot



Dusk

