We don't talk about Levi

Townsfolk

30

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



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



Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extra Village Village Idiot Idiots is drunk]



Each night, choose a player: selected Townsfolk are sober, healthy and cannot receive false information



until dusk.



You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you



Each night, you learn 1 player of each character type, until there are no more types to learn. [+1



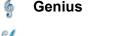
Nightwatchman Once per game, at night, choose a player: they learn who you are.

Outsider]



High Priestess Each night, learn which player the Storyteller believes you should talk to most.





Each night, choose a good character: you have that ability until you choose again. You are drunk every other night.



Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Each day, choose a 1 word topic on which the Storyteller tells you 1 fact. If an alive neighbour is evil, you get false info.



Astrologer Each day, ask the Storyteller to tell you 1 piece of false information.



The Demon thinks you are a Minion. Minions think you are a Demon.



If both of your neighbours are good, they learn who you are. Anyone mad about a Queen being in-play might be executed.

Outsiders



Recluse

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



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



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.



Hermit You have the ability of every other outsider. [No other outsiders]

Minions



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



The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Amaniti Your neighbours falsely register to good players' abilities.



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

Demons



If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

^{*} Each night except the first night.