

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



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



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



Town Crier Each night*, you learn if a Minion nominated today.



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



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



Savant Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Juggler On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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



Pacifist Executed good players might not die.



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



Virgin

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



Mayor If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS



Saint If you die by execution, your team loses.



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



Klutz When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



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

MINIONS



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



Spy

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



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



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

DEMONS



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



Vigormortis Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Fang Gu

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



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



Dusk



Minion info



Demon info



Sailor



Devil's Advocate



Chef



Empath



Spy



Dawn



Leviathan

HALLS OF CONGRESS V2



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If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.





If Leviathan is in play & the Sage dies by execution, they wake that night to use their ability.





If Leviathan is in play & no execution occurs on day 5, good wins.





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Leviathan

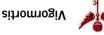
Dawn



























RECOMMENDED



TRAVELLERS

FABLEO

None available

None available