

## TOWNSFOLK



### Investigator

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



### Chef

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



### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



### Balloonist

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



### Dreamer

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



### 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.



### Snake Charmer

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

## OUTSIDERS



### 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.



### Sweetheart

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

## MINIONS



### Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



### Cerenovus

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

## 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 neighbour. [-1 Outsider]



### Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



### Savant

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



### Philosopher

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



### Ravenkeeper

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



### Amnesiac

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



### Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



### Mutant

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



### Lunatic

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



### Pit-Hag

Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



### Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



### Fang Gu

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