

Each night*, if either good living neighbour is drunk or poisoned, you die.



ACROBAT

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



AMNESIAC

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



ATHEIST

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.



BEGGAR

You have a not-in-play Minion ability.



ALCHEMIST

Something bad might happen to whoever is most responsible for the death of a new player.



ANGEL

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



BALLOONIST

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.



BISHOP

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



AL-HADIKHIA

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



APPRENTICE

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



BARBER

Once per game, at night, choose a dead player: they regain their ability until dusk.



BONE COLLECTOR

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



AL-HADIKHIA

Once per game, during the day, privately ask the Storyteller any yes/no question.



ARTIST

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



BARISTA

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



BOOMDANDY

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



AL-HADIKHIA

Once per game, at night*, choose a player: they die, even if for some reason they could not.



ASSASSIN

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

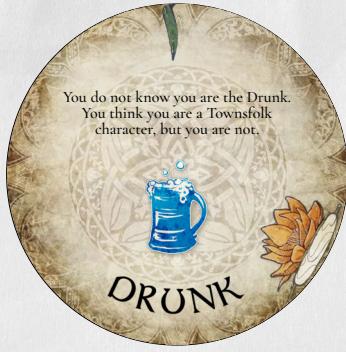
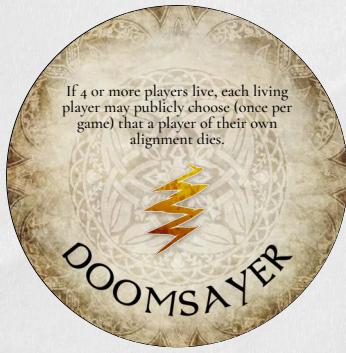
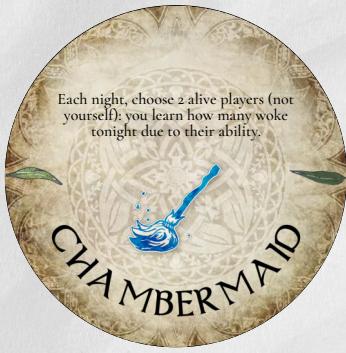
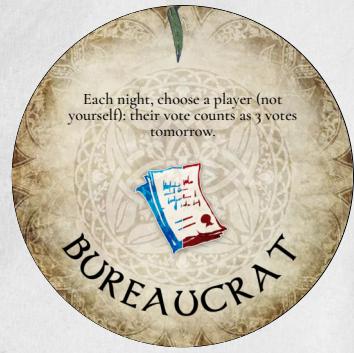
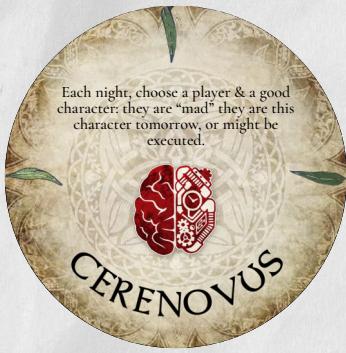
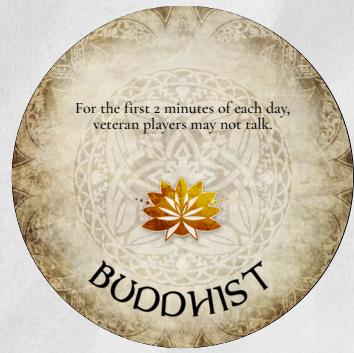
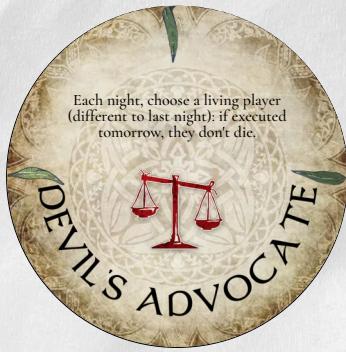
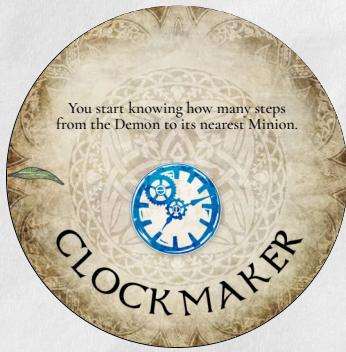
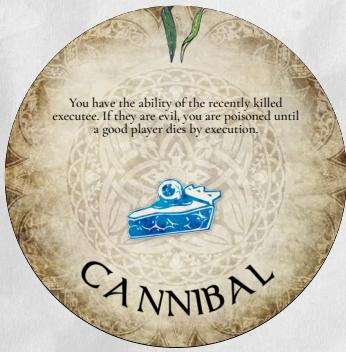
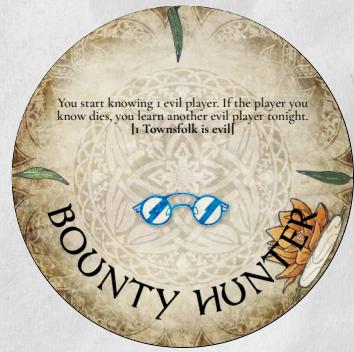


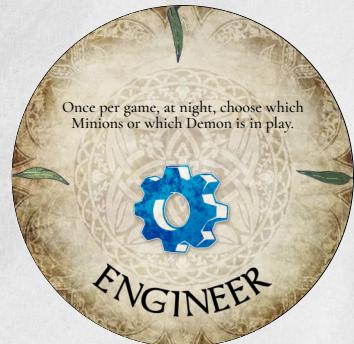
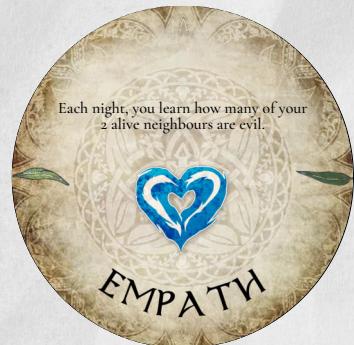
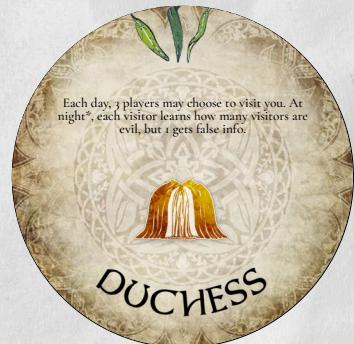
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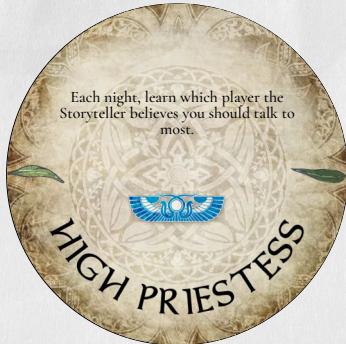
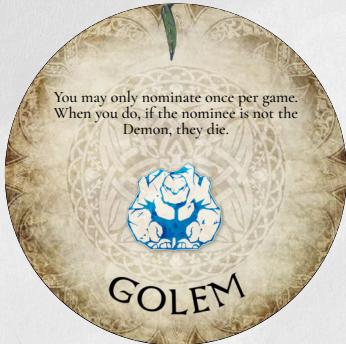
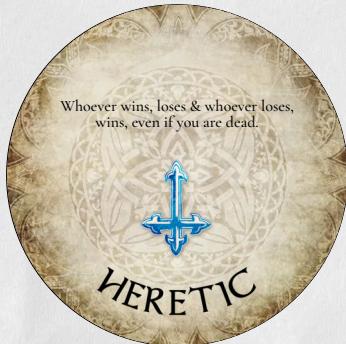
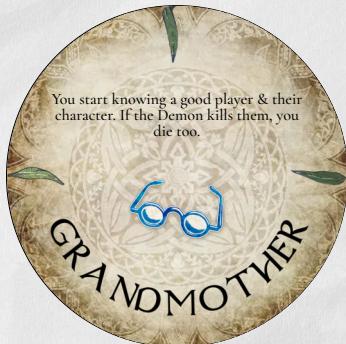
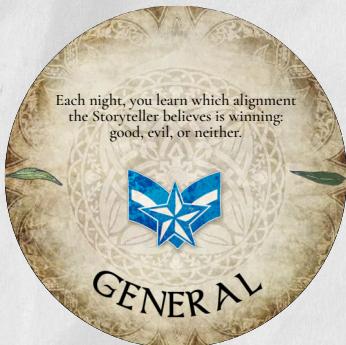
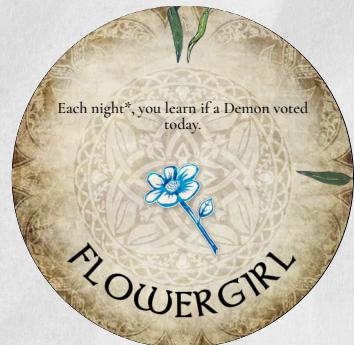
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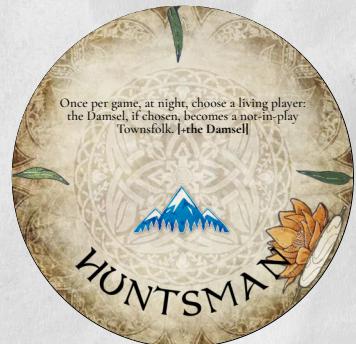


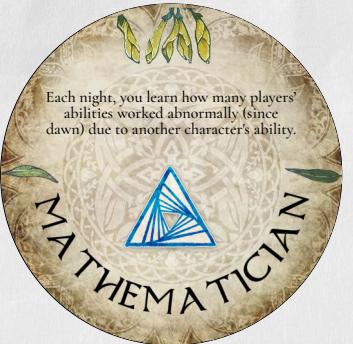
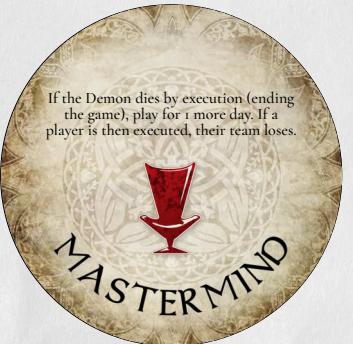
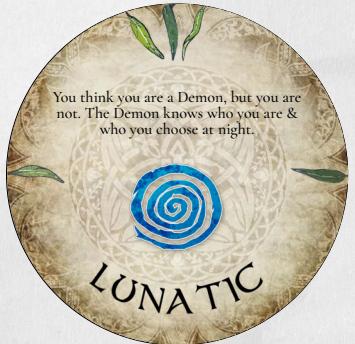
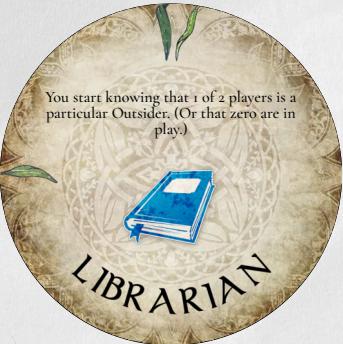
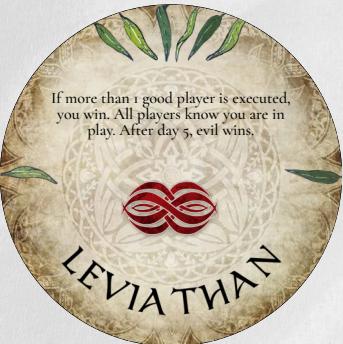
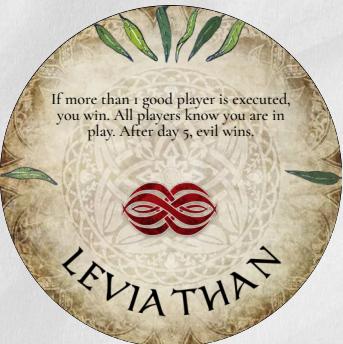
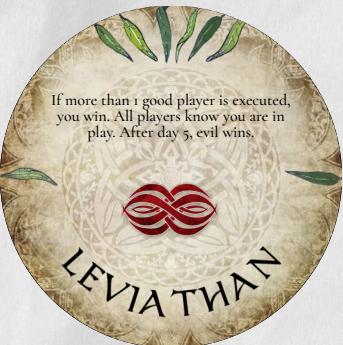
BOOTLEGGER

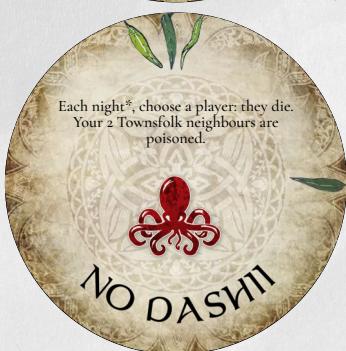
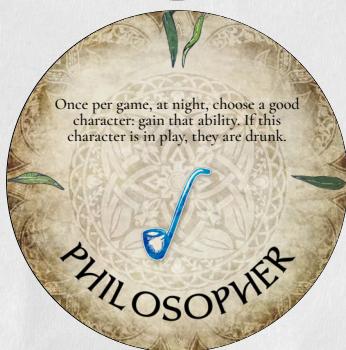
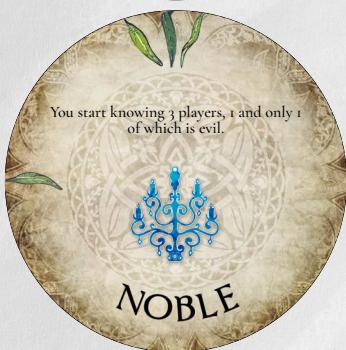
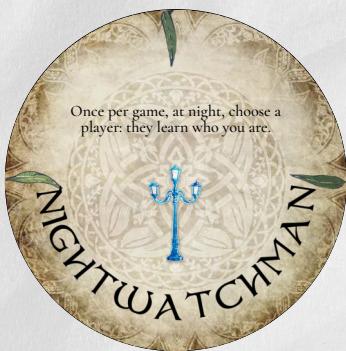
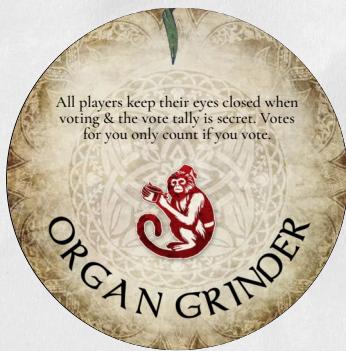
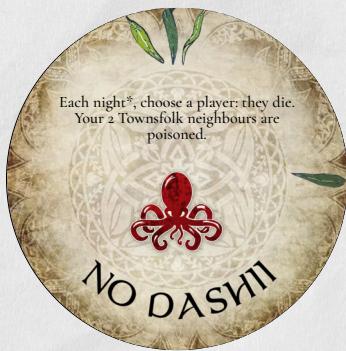
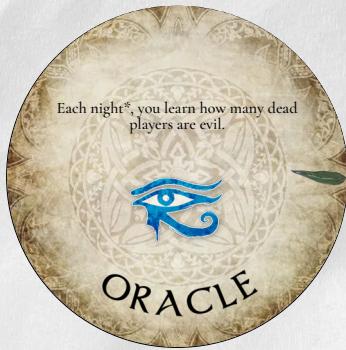


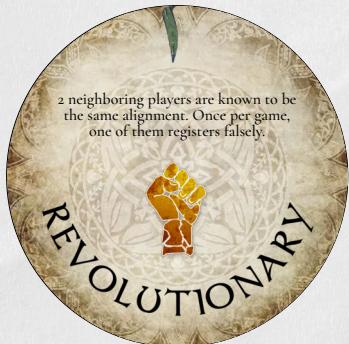
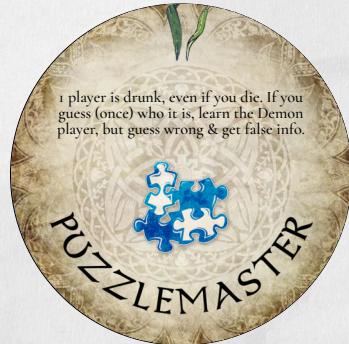
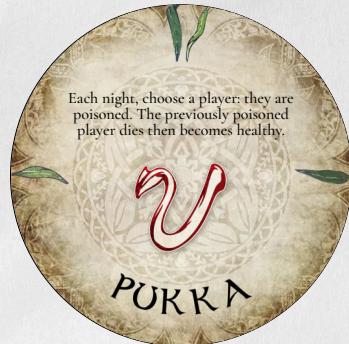
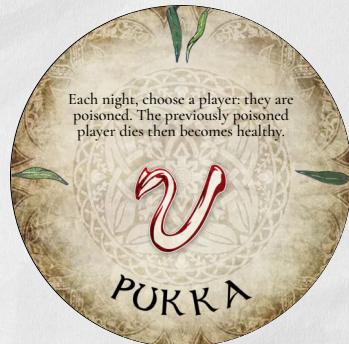
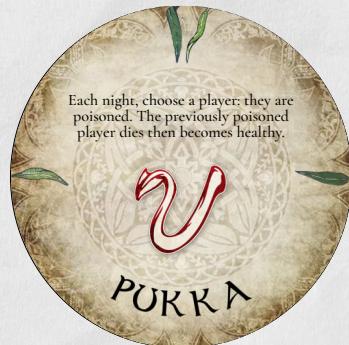
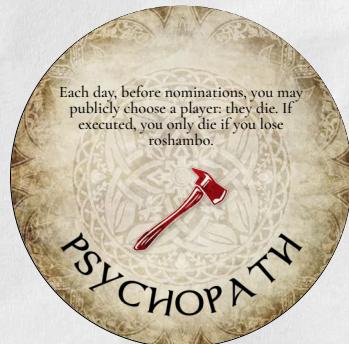
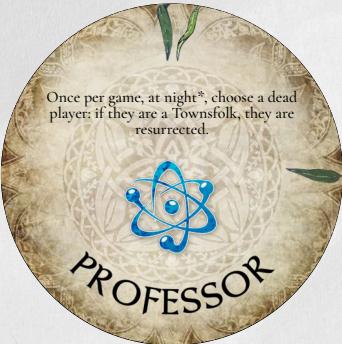
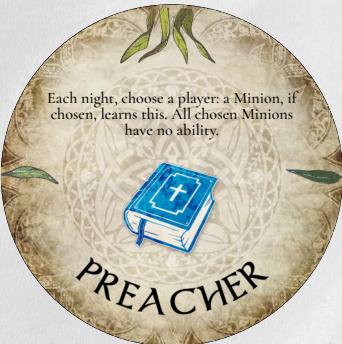
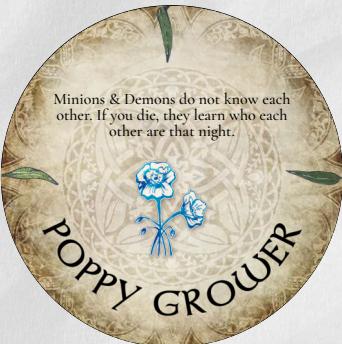
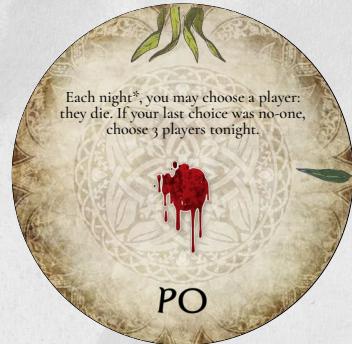
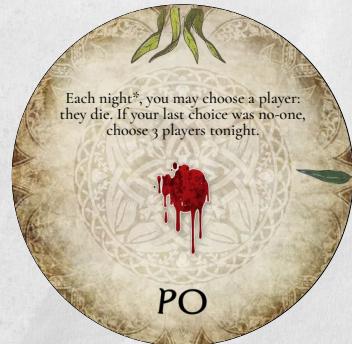
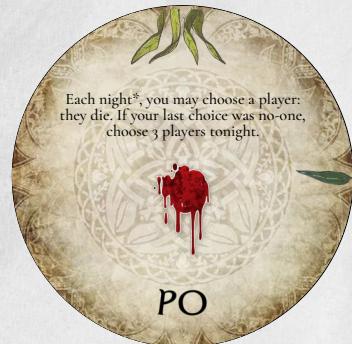
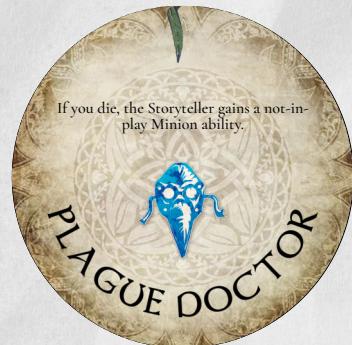
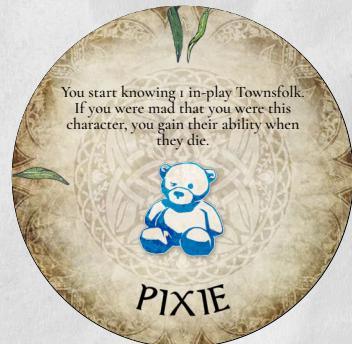












Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]



RIOT

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



SAILOR

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



SEAMSTRESS

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



SHUGENJA

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]



RIOT

If you die by execution, your team loses.



SAINT

There might be 1 extra or 1 fewer Outsider in play.



SENTINEL

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



SLAYER

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]



RIOT

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



SAVANT

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



SHABALOTH

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



SNAKE CHARMER

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]



RIOT

If a player of your alignment is executed, you might be executed instead.



SCAPEGOAT

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



SHABALOTH

Minions start knowing 3 not-in-play characters.



SNITCH

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



SAGE

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



SCARLET WOMAN

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



SHABALOTH

You are safe from the Demon.



SOLDIER

There can't be more than 1 extra evil player.



SPIRIT OF IVORY

If both your alive neighbours are good, they can't die.



TEA LADY

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



UNDER TAKER

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



VILLAGE IDIOT

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



SPY

Each night, choose a player (not yourself): their vote counts negatively tomorrow.



THIEF

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



VIGOR MORTIS

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



VILLAGE IDIOT

You start knowing 1 good player.



STEWARD

You might die at any time.



TINKER

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



VIGOR MORTIS

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



VIRGIN

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.



STORM CATCHER

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



TOWN CRIER

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



VIGOR MORTIS

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



VIZIER

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



SWEETHEART

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.



TOYMAKER

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



VILLAGE IDIOT

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



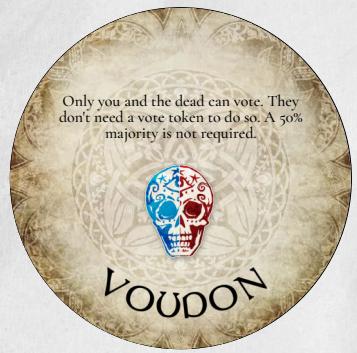
VORTEX



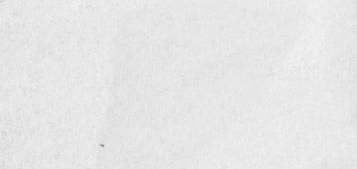
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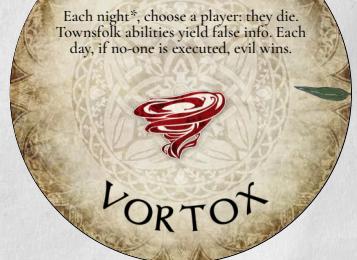
Each night*, choose a player; they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.



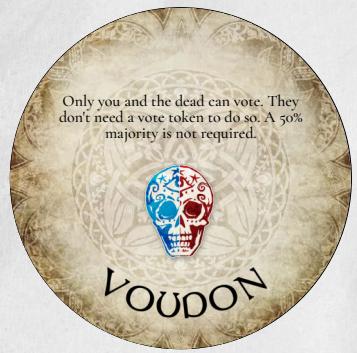
You start knowing that 1 of 2 players is a particular Townsfolk.



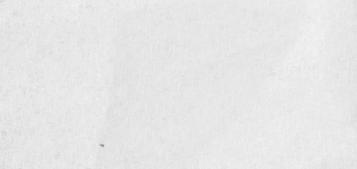
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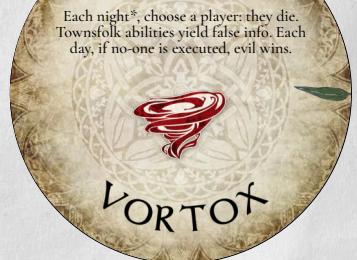
On your 1st night, look at the Grimoire and choose a player; they are poisoned. 1 good player knows a Widow is in play.



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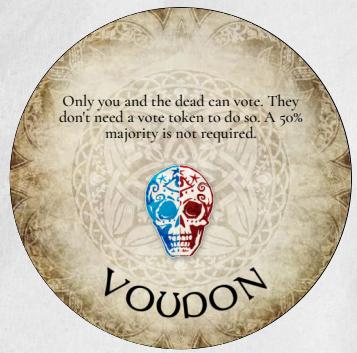
Each night, choose a player; if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



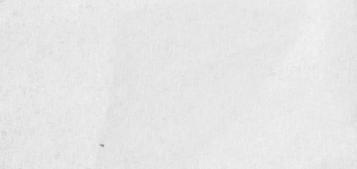
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Each night*, if no-one died today, choose a player; they die. The 1st time you die, you live but register as dead.



Each night*, if no-one died today, choose a player; they die. The 1st time you die, you live but register as dead.



Dead



Something Bad



Nominate Good



No Ability



Used



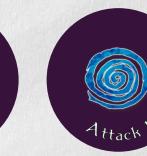
Grandchild



Wrong



About To Die



Attack 1



Is the Alchemist



Is the Apprentice



Nominate Evil



Guess Used



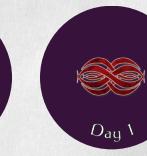
No Ability



Dead



No Ability



Dag 1



Attack 2



1



No Ability



No Ability



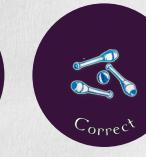
Survives Execution



Demon Voted



Dead



Correct



Dag 2



Attack 3



2



Dead



Has Ability



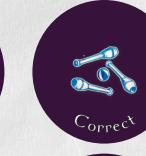
Drunk



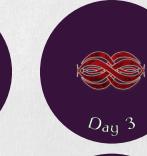
Demon Not Voted



Mad



Correct



Dag 3



Dead



3



No Ability



Known



Visitor



No Ability



2nd



Correct



Dag 4



Is the Marionette



Chose Death



Seen Townfolk



3 Votes



Visitor



Red Herring



Tea Party Tonight



Correct



Dag 5



Abnormal



Chose Death



Seen Outsider



Master



False Info



Dead



Something Bad



Correct



Good Executed



Abnormal



Chose Death



Seen Minion



Poisoned



No Ability



Claimed



No Ability



Dead



Outside



Abnormal



Chose Life



Seen Demon



Died today



Twins



Died Today



Dead



Knows



Wrong



Abnormal



Chose Life



Seen Traveller



Mad



Chosen



Dead



Protected



Knows



Is the Demon



Abnormal



Chose Life



Haircuts Tonight



Drunk 3



Dead



Cannot Nominate



Protected



Dead



Dead



Turns Evil



Protected



Ability twice



Drunk 1



Fear



Dead



Drunk



Dead



Dead



Everyone Drunk

