

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 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



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



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



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]



BARON



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

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



BISHOP

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



BONE COLLECTOR

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

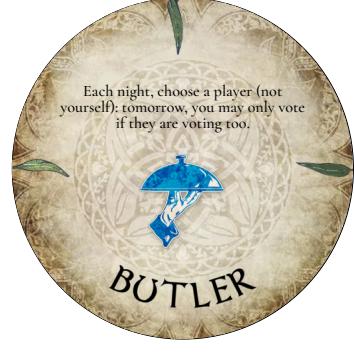
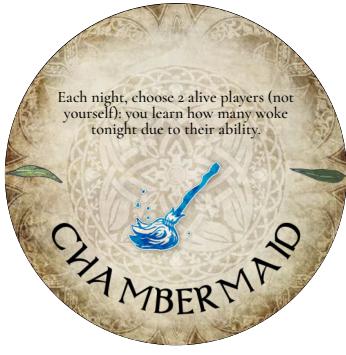
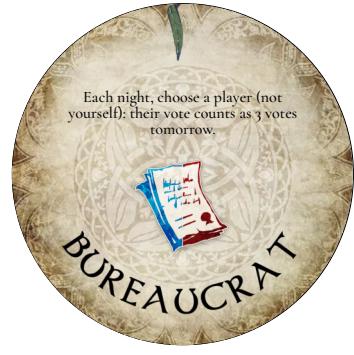
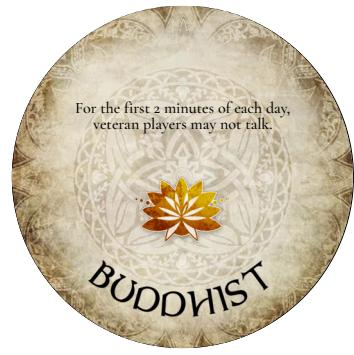
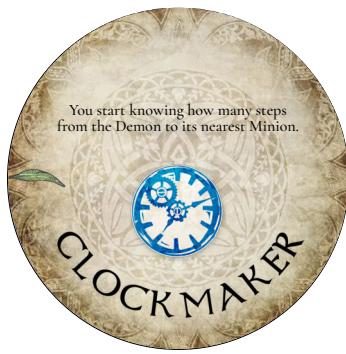
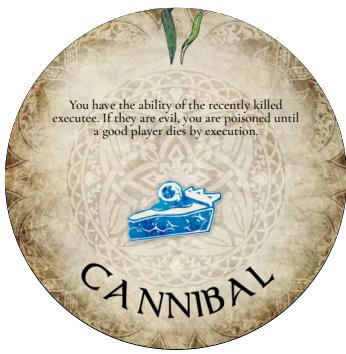
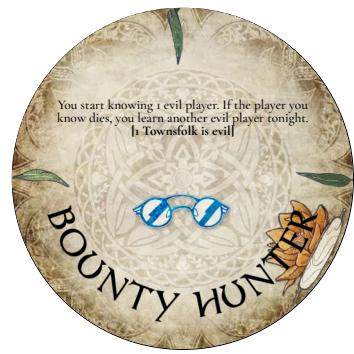


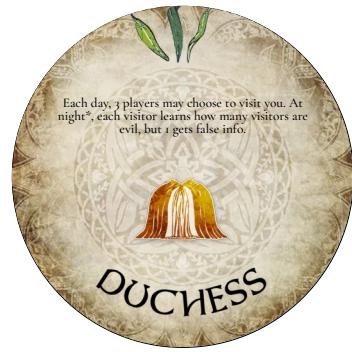
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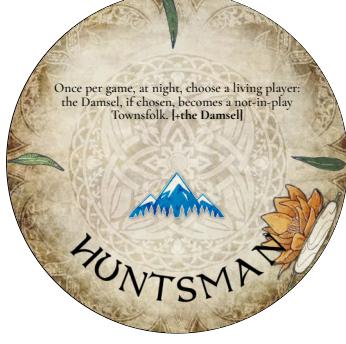
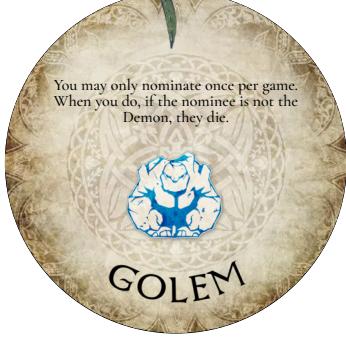
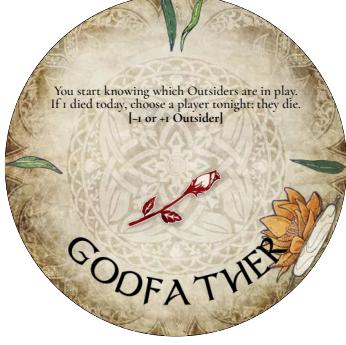
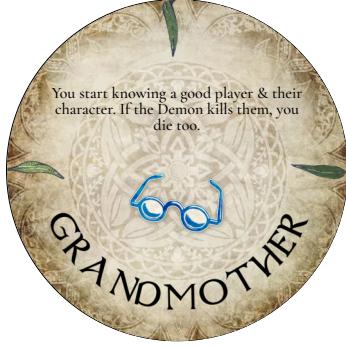
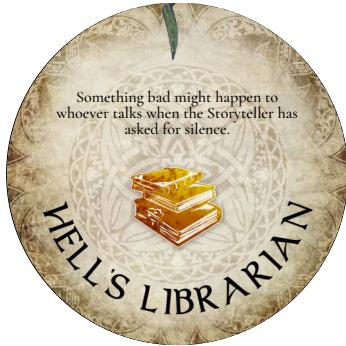
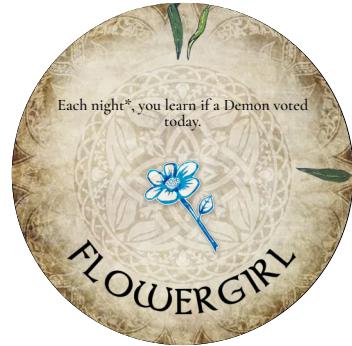
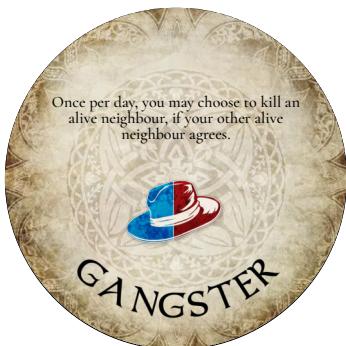
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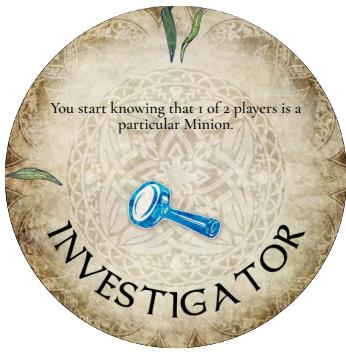
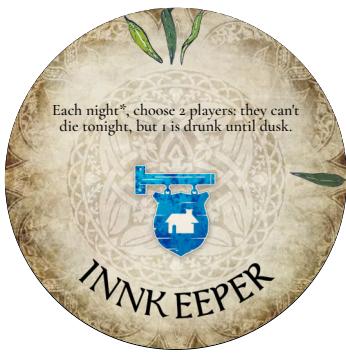


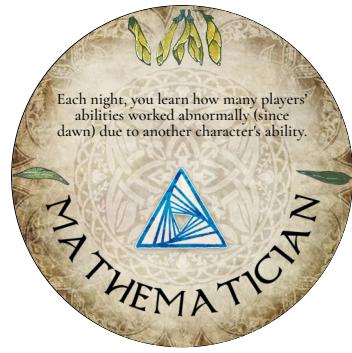
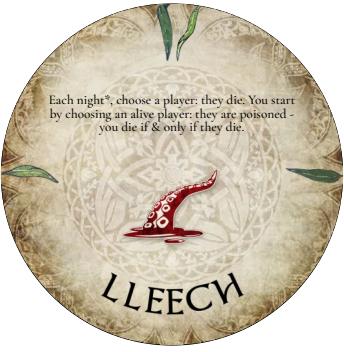
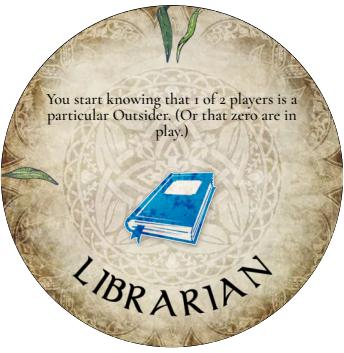
BOOTLEGGER











You start knowing a secret word. The 1st good player to say this word becomes evil that night.



MEZEPHELES

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



NIGHTWATCHMAN

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



OJO

Executed good players might not die.



PACIFIST

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



MINSTREL

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



NOBLE

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



OJO

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



PHILOSOPHER

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



MONK

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



NO DASHII

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



OJO

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



PIT-HAG

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



MOONCHILD

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



NO DASHII

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



ORACLE

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



PIXIE

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



MUTANT

Each night\*, choose 4 players: they die. Your 2 Townsfolk neighbours are poisoned.



NO DASHII

All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you voted.

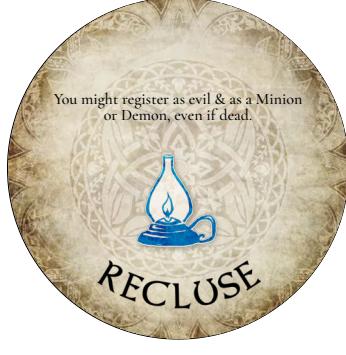
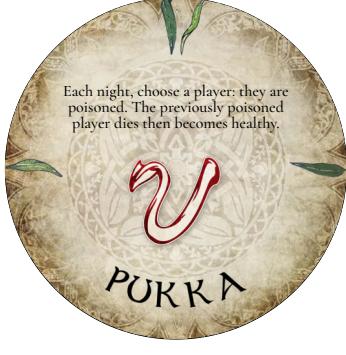
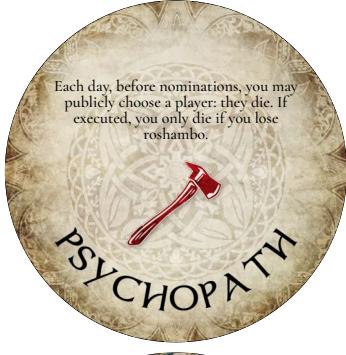
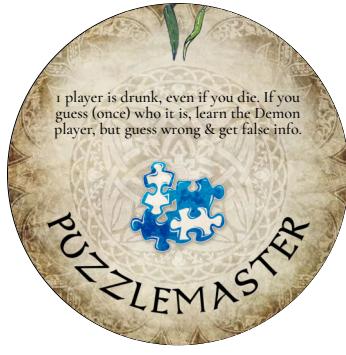
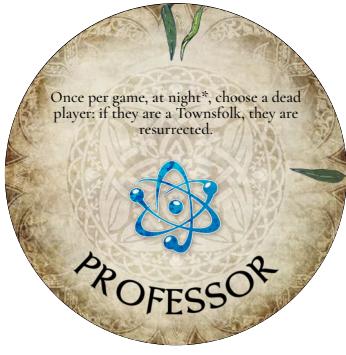
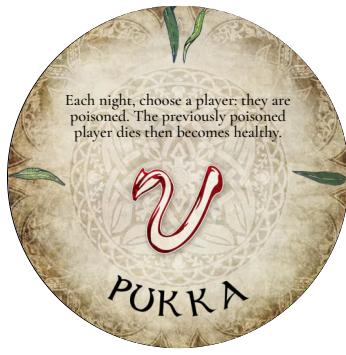
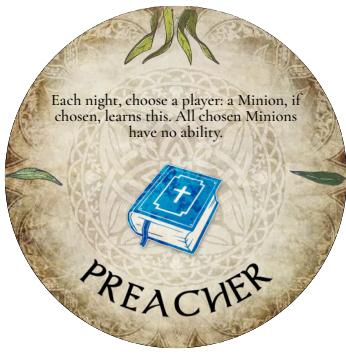
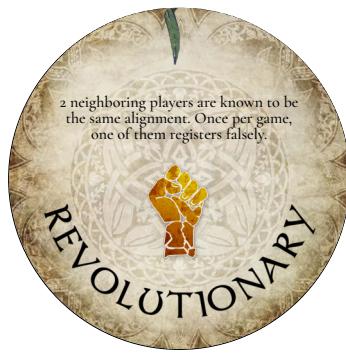
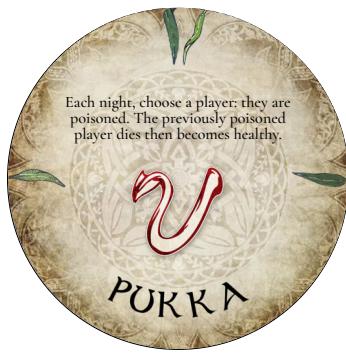


ORGAN GRINDER

If you die, the Storyteller gains a not-in-play Minion ability.



PLAQUE DOCTOR



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

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

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



SPRIT OF IVORY

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.

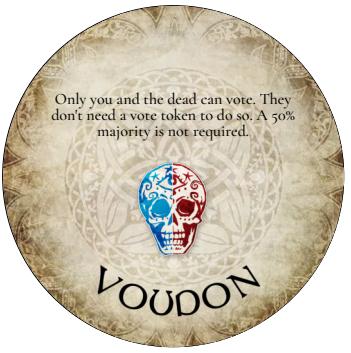
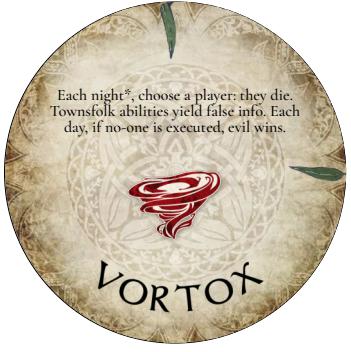
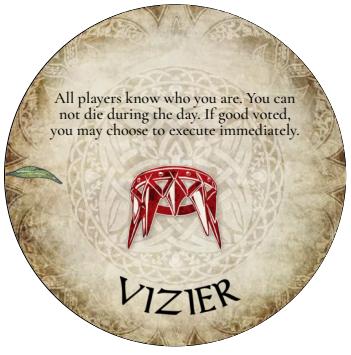
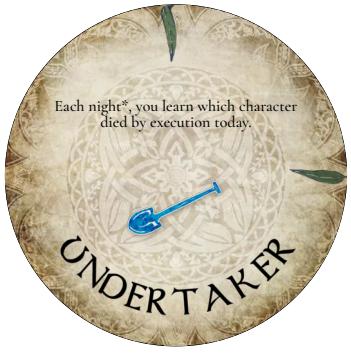
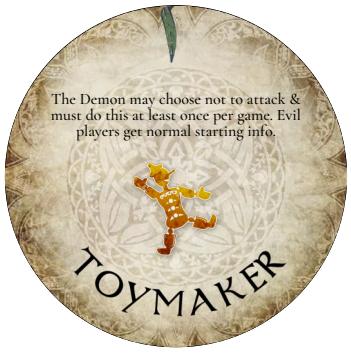


SLAYER

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



SPY



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



WITCH

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



ZOMBUUL

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



ZOMBUUL

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



ZOMBUUL



Dead



Something Bad



Nominate Good



No Ability



Used



Grandchild



No Ability



Dag 2



Attack 3



Is the Alchemist



Is the Apprentice



Nominate Evil



Guess Used



No Ability



Dead



Correct



Dag 3



Dead



1



No Ability



No Ability



Survives Execution



Demon Voted



Dead



Correct



Dag 4



Is the Marionette



2



Dead



Has Ability



Drunk



Demon Not Voted



Mad



Correct



Dag 5



Abnormal



3



No Ability



Known



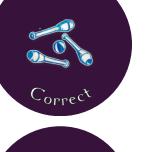
Visitor



No Ability



2nd



Correct



Good Executed



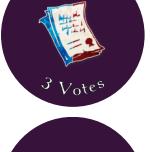
Abnormal



Chose Death



Seen Townfolk



3 Votes



Visitor



Red Herring



Something Bad



Correct



Outsider



Abnormal



Chose Death



Seen Outsider



Master



False Info



Dead



No Ability



Known



Wrong



Abnormal



Chose Death



Seen Minion



Poisoned



No Ability



Claimed



Dead



Known



Is the Demon



Abnormal



Chose Life



Seen Demon



Died today



Twins



Died Today



Protected



Dead



Dead



Turns Evil



Chose Life



Seen Traveller



Mad



Chosen



Dead



Protected



Dead



Dead



No Ability



Chose Life



Haircuts Tonight



Drunk 3



Dead



Cannot Nominate



Drunk



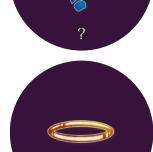
Dead



Poisoned



Everyone Drunk



Protected



Ability twice



Drunk 1



Fear



Dead



Wrong



Dag 1



Attack 2



Dead

