

bux6et-faves

TOWNSFOLK

Steward

You start knowing 1 good player.



Knight

You start knowing 2 players that are not the Demon.



Noble

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



Chef

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



Investigator

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



Washerwoman

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Grandmother

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



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [+1 Townsfolk is evil]



Pixie

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



Shugenja

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



Empath

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



High Priestess

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



Sailor

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



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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.



Snake Charmer

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



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.



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Flowergirl

Each night*, you learn if a Demon voted today.



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.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Gambler

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



Monk

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



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Savant

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



Amnesiac

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



Juggler

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



Nightwatchman

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



Artist

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



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Slayer

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



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.

Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

Seamstress

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

Philosopher

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

Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

Soldier

You are safe from the Demon.

Fool

The first time you die, you don't.

Alchemist

You have a not-in-play Minion ability.

Pacifist

Executed good players might not die.

Tea Lady

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

Snitch

Minions start knowing 3 not-in-play characters.

Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

Acrobat

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

Puzzlemaster

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.

Tinker

You might die at any time.

Saint

If you die by execution, your team loses.

Sweetheart

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

Plague Doctor

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

Godfather

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

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.

Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.

**Sage**

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

Farmer

If you die at night, an alive good player becomes a Farmer.

Magician

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

Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]

Ravenkeeper

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

Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.

Virgin

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

Minstrel

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

Mayor

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

Cannibal

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

Recluse

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.

Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

Drunk

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

Klutz

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

Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

Moonchild

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

Lunatic

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

Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

Devil's Advocate

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

Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.

Spy

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

Witch

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

**Cerenovus**

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

**Fearmonger**

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

**Psychopath**

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

**Assassin**

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

**Baron**

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

**Mezepheles**

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

**Goblin**

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

**Lil' Monsta**

Each night, Minions choose who babysits Lil' Monsta's token & “is the Demon”. A player dies each night*. [+1 Minion]

**Leech**

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

**No Dashii**

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

**Imp**

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

**Ojo**

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

**Shabaloth**

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

**Djinn**

Use the Djinn's special rule. All players know what it is.



The Chambermaid learns if the Mathematician wakes tonight or not, even though the Chambermaid wakes first.



If the Lycanthrope is alive and the Gambler kills themself at night, no other players can die tonight.



If the Cannibal gains the Butler ability, the Cannibal learns this.



The Mathematician learns if the Lunatic attacks a different player(s) than the real Demon attacked.



The Alchemist can not have the Widow ability.



When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.



If the Poppy Grower is in play, the Widow does not see the Grimoire until the Poppy Grower dies.



Only 1 jinxed character can be in play.

Scarlet Woman

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

**Organ Grinder**

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

**Marionette**

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

**Boondandy**

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

**Evil Twin**

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

**Mastermind**

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

**Vizier**

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

**Al-Hadikha**

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

**Zombuul**

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

**Vortox**

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

**Vigormortis**

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

**Po**

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

**Leviathan**

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



-   The Alchemist can not have the Spy ability.
-   When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.
-   If the Poppy Grower is in play, the Spy does not see the Grimoire until the Poppy Grower dies.
-   If the Plague Doctor dies, a living Minion gains the Spy ability in addition to their own ability, and learns this.
-  Only 1 jinxed character can be in play.
-   The Cerenovus may choose to make a player mad that they are the Goblin.
-   If the Plague Doctor dies, a living Minion gains the Fearmonger ability in addition to their own ability, and learns this.
-   If the Storyteller gains the Baron ability, up to two players become not-in-play Outsiders.
-   If the Plague Doctor dies, a living Minion gains the Goblin ability in addition to their own ability, and learns this.
-   If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.
-   If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.
-   If players' eyes were closed during the nominations, the Flowergirl learns how many times the Demon voted.
-   Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.
-   Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.
-   The Marionette neighbors a Minion, not the Demon. The Marionette is not woken to choose who takes the Lil' Monsta token, and does not learn they are the Marionette if they have the Lil' Monsta token.
-   When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.
-   The Marionette does not learn 3 not in-play characters. The Demon learns an extra 3 instead.
-   If the Marionette thinks that they are the Balloonist, +1 Outsider was added.
-   The Marionette does not learn that a Damsel is in play.
-   If the Demon has a neighbour who is alive and a Townsfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen.
-   If the Marionette thinks that they are the Huntsman, the Damsel was added.
-   If the Plague Doctor is executed and the Storyteller would gain the Boomdandy ability, the Boomdandy ability triggers immediately.
-   The Storyteller cannot gain the Evil Twin ability if the Plague Doctor dies.
-   If the Investigator learns that the Vizier is in play, the existence of the Vizier is not announced by the Storyteller.
-   If the Vizier loses their ability, they learn this. If the Vizier is executed while they have their ability, their team wins.
-   If the Vizier loses their ability, they learn this. If the Vizier is executed while they have their ability, their team wins.
-   If the Alchemist has the Vizier ability, they may only choose to execute immediately if three or more players voted, regardless of those players' alignment.
-   Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.
-   The Vizier wakes with the Fearmonger, learns who they choose and cannot choose to immediately execute that player.
-   If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.
-   Only 1 jinxed character can be in play.

-   If there are 5 or more players alive and the player holding the Lil' Monsta token dies, the Scarlet Woman is given the Lil' Monsta token tonight.
-   Votes for the Organ Grinder count if the Organ Grinder is babysitting Lil' Monsta.
-   The Vizier can die by execution if they are babysitting Lil' Monsta.
-   If the Mastermind is alive and the Lleech's host dies by execution, the Lleech lives but loses their ability.
-   If the Slayer slays the Lleech's host, the host dies.
-   If there are two living Al-Hadikhias, the Scarlet Woman Al-Hadikhia becomes the Scarlet Woman again.
-   Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.
-   If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.
-   If Leviathan nominates and executes the Soldier, the Soldier does not die.
-   If Leviathan nominates and executes the player the Monk chose, that player does not die.
-   If Leviathan nominates and executes a player the Innkeeper chose, that player does not die.
-   If Leviathan is in play & the Ravenkeeper dies by execution, they wake that night to use their ability.
-   If Leviathan is in play & the Sage dies by execution, they wake that night to use their ability.
-   If Leviathan is in play & a Farmer dies by execution, a good player becomes a Farmer that night.
-   If Leviathan is in play & no execution occurs on day 5, good wins.