

You must use a vote token to vote. If a dead player gives you theirs, you learn their alignment. You are sober & healthy.



Beggar

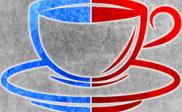
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

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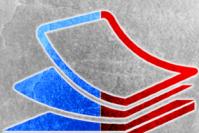
Apprentice

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



Barista

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Bureaucrat

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



Bishop

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



Bone Collector

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.



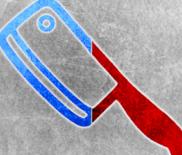
Gunslinger

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



Judge

Each day, after the 1st execution, you may nominate again.



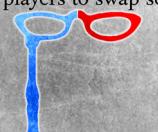
Butcher

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



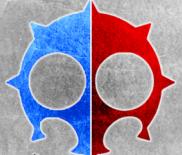
Scapegoat

Players may not leave their seats to talk in private. Each day, you may choose up to 3 sets of 2 players to swap seats.



Matron

If you were funny today, you cannot die by exile.



Deviant

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



Thief

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



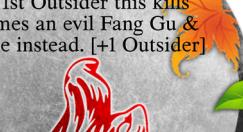
Voudon

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Harlot

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



Fang Gu

Travellers + misc.