

Trouble Brewing

Townsfolk

Washerwoman: On your first night: you learn a Townsfolk character and two players, one of whom is that character.

Librarian: On your first night: you learn an Outsider character and two players, one of whom is that character.

Investigator: On your first night: you learn a Minion character and two players, one of whom is that character.

Chef: On your first night: you learn how many pairs of evil players there are.

Empath: Each night: you learn how many of your alive neighbors are evil.

Fortune Teller: Each night: choose two players - you learn if at least one of them is a Demon. One good player is your "Red Herring" - they register as a Demon to you.

Undertaker: Each night*: you learn a character that died by execution today, if any.

Monk: Each night*: choose a player (not yourself) - they become safe from The Demon until Dawn.

Ravenkeeper: When you die at night: subsequently, choose a player - you learn their character.

Virgin: When you are nominated for your first time: immediately, if the nominator is a Townsfolk, they are executed.

Slayer: Once per game, during the day: publicly claim to be the Slayer and choose a player - if they are The Demon, they die.

Soldier: You are safe from The Demon.

Mayor: If you would die at night: instead, the effect that would have killed you might cause a different player to die. When a day ends without an execution and exactly three alive players: immediately, your team wins.

Outsiders

Butler: Each night: choose a player (not yourself) - they become your “Master” until dusk tomorrow. You can only vote if your “Master” has already voted or has their hand raised (if they vote after you).

Saint: When you die by execution: immediately, your team loses.

Recluse: You might register as evil, a Minion or a Demon, and as a specific Minion or Demon character.

Drunk: You think you are a Townsfolk character.

Minions

Poisoner: Each night: choose a player - they become poisoned until dusk tomorrow.

Spy: Each night: you see the Grimoire. You might register as good, a Townsfolk or an Outsider, and as a specific Townsfolk or Outsider character.

Baron: [+2 Outsiders]

Scarlet Woman: When The Demon dies: immediately, if there are at least four non-traveller players alive, you become the Demon character that died.

Demons

Imp: Each night*: choose a player - they die. When you kill yourself with this ability: immediately, a Minion becomes the Imp.

Bad Moon Rising

Townsfolk

Grandmother: On your first night: a good player becomes your “Grandchild” - you learn them and their character. When your “Grandchild” is killed by The Demon: subsequently, you die.

Sailor: You can't die. Each night: choose an alive player - either they or you become drunk until dusk tomorrow.

Chambermaid: Each night: choose two alive players (not yourself) - you learn how many of them woke tonight due to their character ability.

Exorcist: Each night*: choose a player (different to your previous choice) - if they are The Demon they are told you are the Exorcist and can't wake due to their character ability tonight.

Innkeeper: Each night*: choose two players - they can't die tonight and one of them becomes drunk until dusk tomorrow.

Gambler: Each night*: choose a player and a character - if they are not that character, you die.

Gossip: Each night: if you publicly claimed to be the Gossip and made a true statement today (the last time, if you did it more than once), a player dies.

Courtier: Once per game, at night: choose a character - one player who is the chosen character (if any) becomes drunk until dusk three days from now.

Professor: Once per game, at night (not the first night): choose a dead player - if they are a Townsfolk, they revive.

Minstrel: When a Minion dies by execution: immediately, all non-Traveller players (except yourself) become drunk until dusk tomorrow.

Tea Lady: If your alive neighbors are both good, they can't die.

Pacifist: If a good player would die by execution: instead, they might not die.

Fool: If you would die while you are not “Vulnerable”: instead, you become “Vulnerable”.

Outsiders

Goon: When a player chooses you with their ability for the first time each night: immediately, they become drunk until dusk tomorrow and you become their alignment.

Lunatic: You think you are a Demon character. The Demon knows you are the Lunatic. When you choose one or more players at night: subsequently, The Demon learns the player(s) you chose.

Tinker: You might die at any time.

Moonchild: When your death is announced: immediately, you must publicly claim to be the Moonchild and choose an alive player. On the night after your death is announced: if the player you chose is good, they die.

Minions

Godfather: On your first night: you learn which Outsider characters are in play. Each night*: if an Outsider died today, choose a player - they die. [-1/+1 Outsider]

Devil's Advocate: Each night: choose an alive player (different to your previous choice) - they can't die by execution tomorrow.

Assassin: Once per game, at night (not the first night): choose a player - they die (this cannot be prevented).

Mastermind: If the game would end due to The Demon dying by execution: instead, you become "Big Brained" until dusk tomorrow. If you are "Big Brained", neither team can win due to their default win condition. When a player is executed while you are "Big Brained": immediately, their team loses.

Demons

Zombuul: Each night*: if no players died (and you didn't become "Undead") today, choose a player - they die. If you would die while you are not "Undead": instead, you become "Undead". If you are "Undead", you register as dead except to yourself and for both teams' default win conditions (you still register as The Demon).

Pukka: Each night: choose a player - they become poisoned. Each night: the previously poisoned player dies then stops being poisoned by you.

Shabaloth: Each night*: one of your previous two choices might revive. Each night*: choose two players - they die in the order you chose them.

Po: Each night*: you may choose a player - they die; if your previous choice was nobody, instead choose three players - they die in the order you chose them.

Sects & Violets

Townfolk

Clockmaker: On your first night: you learn the number of steps from The Demon to the nearest Minion.

Dreamer: Each night: choose a non-Traveller player (not yourself) - you learn one good character and one evil character, one of which they are.

Snake Charmer: Each night: choose a player - if they are The Demon, you swap characters and alignments with them. {Players who changed character due to another player's Snake Charmer ability are poisoned until they change character again or die.}

Mathematician: Each night: you learn the number of players with an ability that worked abnormally due to another player's ability since dawn.

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.

Savant: Once per day: visit the Storyteller privately - you learn two statements, one of which is true and one of which is false.

Seamstress: Once per game, at night: choose two players (not yourself) - you learn if they have the same alignment.

Philosopher: Once per game, at night: choose a good character - you gain that character's ability. One player who is the chosen character (if any) is drunk.

Artist: Once per game, during the day: visit the Storyteller privately and ask a yes or no question - you learn the answer.

Juggler: On the night after your first day: if you publicly claimed to be the Juggler and made guesses today (the last time, if you did it more than once) - you learn how many you got correct.

Sage: When you are killed by The Demon: tonight, you learn two players, one of which is the player that killed you.

Outsiders

Mutant: If you are mad about being an Outsider, you might be executed at any time.

Sweetheart: When you die: immediately, one player becomes drunk.

Barber: When you die: tonight, The Demon may choose two players (not another Demon) - they swap characters.

Klutz: When your death is announced: immediately, you must publicly claim to be the Klutz and choose an alive player - if they are evil, your team loses.

Minions

Evil Twin: One player of the opposite alignment is your "Twin" - you know who they are and their character; they know you are the Evil Twin. If you and your "Twin" are both alive, the good team can't win. When your "Twin" is executed: immediately, if they are good, the evil team wins and the good team can't win today. When you are executed: immediately, if you are good, the evil team wins and the good team can't win today.

Witch: Each night: choose a player - they become "Cursed" until dawn tomorrow. When a "Cursed" player nominates: immediately, if there are at least four alive players, they die.

Cerenovus: Each night: choose a player and a good character - if they are not mad that they are the chosen character tomorrow, they might be executed at any time (they are told this).

Pit Hag: Each night*: choose a player and a character - if the chosen character is out of play, they become that character. When a player becomes a Demon character due to this ability: immediately, deaths tonight are arbitrary.

Demons

Fang Gu: Each night*: choose a player - they die. [+1 Outsider] {Once per game, if an Outsider would be killed by the Fang Gu ability: instead, they become an evil Fang Gu and the player who would have killed them dies (this can't be prevented).}

Vigormortis: Each night*: choose a player - they die. When you kill a Minion with this ability: immediately, they become "Mummified". "Mummified" Minions' character abilities can't be inactive due to death. One Townsfolk neighbor of each "Mummified" Minion is poisoned. [-1 Outsider]

No Dashii: Each night*: choose a player - they die. Your Townsfolk neighbors are poisoned.

Vortex: Each night*: choose a player - they die. Information learned due to Townsfolk abilities (including inactive ones) must be incorrect. When a day ends without an execution: immediately, the evil team wins.

Experimental Characters

Townsfolk

Acrobat: Each night*: choose a player - if they are drunk or poisoned (or the Drunk), you die. When the player you chose becomes drunk or poisoned (or the Drunk) on the same night: immediately, you die.

Alchemist: You have a Minion ability. On your first night: you learn which Minion ability you have. The Storyteller might not accept choices you make with your Minion ability and will prompt you to choose again.

Alsaahir: Once per day: publicly claim to be the Alsaahir and guess all players who are Minions and all players who are Demons - if you guess exactly correctly, the good team wins.

Amnesiac: You have an ability created by the Storyteller. Once per day: visit the Storyteller privately and guess what your ability is - you are told how accurate your guess is.

Atheist: The Storyteller can break any and all rules. [No Evil Characters] {The Storyteller can be nominated and executed. When the Storyteller is executed: immediately, if there is an Atheist in play, the good team wins; if there is no Atheist in play, the evil team wins.}

Balloonist: Each night, learn a player of a character type different to the character type the previously learned player was. [+0/+1 Outsider]

Banshee: When you are killed by The Demon: subsequently, it is announced that a Banshee died and you become "Awoken". If you are "Awoken", you can nominate twice per day and vote up to twice per nomination without using your ghost vote.

Bounty Hunter: During setup: a Townsfolk becomes evil. Each night: if no player is your "Target", an evil player becomes your "Target" until they die. You know who your "Target" is.

Cannibal: The player who most recently died by execution is your "Lunch". If your "Lunch" is evil, you are poisoned. You have the ability of your "Lunch's" character.

Choirboy: When the King is killed by The Demon: tonight, you learn which player is The Demon. [Requires King]

Cult Leader: Each night: you become the alignment of one of your alive neighbors. Once per day: publicly claim to be the cult leader and try to 'form a cult' - if all good players agree to join, your team wins.

Engineer: Once per game, at night: choose Demon or Minion characters equal to how many of that character type should be in the game (no duplicates) - the players who are the chosen character type become the chosen characters (to the extent possible).

Farmer: When you die at night: subsequently, an alive good player becomes the Farmer.

Fisherman: Once per game, during the day: visit the Storyteller privately - you learn a piece of advice the Storyteller believes will help your team win.

General: Each night: you learn which team the Storyteller believes is winning (or neither).

High Priestess: Each night: you learn which player the Storyteller believes you should talk to most.

Huntsman: Once per game, at night: choose an alive player - if they are the Damsel, they become an out of play Townsfolk character. [Requires Damsel]

King: Each night: if dead players equal or outnumber alive players, you learn one alive character. The Demon knows you are the King.

Knight: On your first night: you learn two players who are not The Demon.

Lycanthrope: Each night*: choose a player - if they are good, they die. If you killed a player with this ability tonight, players can't be killed by The Demon. One good player is your "Faux Paw" - they register as evil (except to this effect).

Magician: You are included when Minions and Demons are told who each other are (you are included as a Minion to the Demons and as a Demon to the Minions; you are not told anything).

Nightwatchman: Once per game, at night: choose a player - they learn you are the Nightwatchman.

Noble: On your first night: you learn three players, exactly one of which is evil.

Pixie: On your first night: a Townsfolk player becomes your "Double" - you learn their character. When your "Double" dies: immediately, if you were mad that you are the character you learned, you gain that character's ability.

Poppy Grower: Minions and Demons can't be told who each other are. When you die or become drunk or poisoned: tonight, Minions and Demons are told who each other are.

Preacher: Each night: choose a player - if they are a Minion, they become "Converted" (they are told this). Minions that are "Converted" do not have a character ability.

Princess: On the night after your first day: if the player you nominated today was executed, players can't be killed by The Demon tonight.

Shugenja: On your first night: you learn if the closest evil player to you is clockwise or anticlockwise (if equidistant, this is arbitrary).

Steward: On your first night: you learn one good player.

Village Idiot: Each night: choose a player - you learn their alignment. [+0/+1/+2 Village Idiot(s)] {During setup: if more than one player is the Village Idiot, one of them becomes drunk for as long as they are the Village Idiot.}

Outsiders

Damsel: All Minions know the Damsel is in play. When a Minion publicly claims to be a Minion and guesses that you are the Damsel: immediately, if this is the first time a Minion has made such a guess, your team loses.

Golem: If you have already nominated for your first time, you can not nominate. When you nominate: immediately, if the nominee is not The Demon, they die.

Hatter: When you die: tonight, Minions and Demons may choose new Minion and Demon characters to become (the number of Demons and Minions must remain the same).

Heretic: When the game ends: immediately, reverse the winning and losing teams.

Hermit: You have all Outsider abilities. {[-0/-1 Outsider]}

Ogre: On your first night: choose a player (not yourself) - you become their alignment. You do not know your alignment.

Plague Doctor: When you die: immediately, the Storyteller gains a Minion ability.

Politician: When the game ends: immediately, if your team lost and you were most responsible for this, you become the opposite alignment.

Puzzlemaster: One player is your “Puzzledrunk” - they are drunk. Once per game, during the day: visit the Storyteller privately and guess which player is your “Puzzledrunk” - if your guess is correct, you learn which player is The Demon; if your guess is incorrect, you learn a player who is not The Demon.

Snitch: On your first night: each Minion is told three not in play characters.

Zealot: If there are at least five alive players, you must vote for every nomination.

Minions

Boffin: The Demon has an out of play good ability; you both know which one.

Boomdandy: When you are executed: subsequently, all but three players die then all players point at an alive player - the player with the most players pointing at them dies.

Fearmonger: Each night: choose a player - they are your “Victim” until dusk tomorrow; if they were not also your previous choice, it is announced that the Fearmonger has selected a new victim. When your “Victim” is executed: immediately, if you were their nominator, their team loses.

Goblin: When you are executed: immediately, if you publicly claimed to be the Goblin as part of your defense, your team wins.

Harpy: Each night: choose two players - if the first is not mad that the second is evil tomorrow, either or both of them might die at any time (the first player is told this).

Marionette: You think you are a good character. The Demon knows you are the Marionette. You aren't included when Minions and Demons are told who each other are. During setup: you must neighbor The Demon; for each Minion that was removed due to your bag modification effect, a good player becomes an evil Minion. [Maximum 2 Minions (including Marionette)]

Mezephales: You know a secret word. Each night: if your secret word was said by a good player for your first time today, they become evil.

Organ Grinder: Players must close their eyes during votes. Each night: you may choose to become drunk until dusk tomorrow.

Psychopath: Once per day, before the first nomination: publicly claim to be the Psychopath and choose a player - they die. When you are executed: immediately, you play roshambo with your nominator - if you win or tie, you can't die by execution today.

Summoner: You are told three not in play characters during evil team info. If it is before day three, the good team can't win due to their default win condition. On the third night: choose a player and a Demon character - they become evil and the chosen character. [-1 Demon]

Vizier: All players know you are the Vizier. You can't die during the day. Once per day, after a vote is tallied: if at least one good player voted, you may choose that the nominee is immediately executed.

Widow: On your first night: you see the Grimoire then choose a player - they become poisoned, then one good player is told the Widow is in play.

Wizard: Once per game, at any time the Storyteller can hear you: make a wish - if accepted by the Storyteller, your wish comes true but may have a price and leave a clue.

Wraith: You may open your eyes at night. When an evil player wakes: immediately, you wake.

Xaan: On night X (where X is the number of Outsiders that were in the bag): all Townsfolk become poisoned until dusk tomorrow. [-?/+? Outsiders]

Demons

Al-Hadikhia: Each night*: you may choose three players - in the order you chose them, they are announced as having been selected and secretly choose to die or revive; then, if all three are alive, they all die in the order you chose them.

Kazali: Each night*: choose a player - they die. During setup: for each Minion that was removed due to your bag modification effect, choose a player and a Minion character (no duplicates) - they become evil and the chosen character. [No Minions, -?/+? Outsiders]

Legion: Each night*: a player might die. You might not be told three out of play characters during evil team info. **You register as a Minion in addition to your character type and might register as a specific Minion character.** Vote tallies secretly count as zero if no good players voted. [-?/+? Outsiders, No Minions, Majority of characters are Legion]

Leviathan: All players know the Leviathan is in play. When a good player is executed for your second time: immediately, the evil team wins. When the fifth day ends (or any day after): immediately, the evil team wins.

Lleech: Each night*: choose a player - they die. On your first night: choose a player - they become your "Host". Your "Host" is poisoned. If your "Host" is alive, you can't die. When your "Host" dies: immediately, you die (this cannot be prevented). When you become sober and healthy: immediately, if your "Host" is dead, you die (this cannot be prevented).

Lord of Typhon: Each night*: choose a player - they die. During setup: for each Minion that was removed due to your bag modification effect (plus one), a player around you becomes an evil Minion (no duplicates); this must create a consecutive line of evil players with you in the middle. [No Minions, -?/+? Outsiders]

Ojo: Each night*: choose a character - one player who is the chosen character (if any) dies; if the chosen character is out of play, one or more players die.

Riot: Each night except the first and second: all Minions become the Riot. When a player is nominated on day three (or any day after): immediately, they die and it is announced that they were killed by Riot; then, if there are at least three alive non-Traveller players, they must nominate an alive player within five seconds. If it is day three or later, the Storyteller may nominate.

Yaggababble: You know a secret phrase. For each time you publicly say your secret phrase a player might die at any time until dawn.

Lil' Monsta: {The Sitters' Club Fabled might be in play without the players' knowledge.}

Fabled

Sitters' Club: Each night*: a player might die. During setup and each night*: all Minions wake and collectively choose a player - they become the "Babysitter" until another player is chosen. The "Babysitter" knows they are the "Babysitter" and registers as a Demon. [No Demons, +1 Minion]