

	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	Town Crier	Each night*, you learn if a Minion nominated 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.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Nightwatchman	Once per game, at night, choose a player: they learn who you are.
	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 your team win.
	Soldier	You are safe from the Demon.
	Minstrel	When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDERS

	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.
	Golem	You may only nominate once per game. When you do, if the nominee is not the Demon, they die.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Summoner	You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS

	Yaggababble	You start knowing a secret phrase. For each time you said it publicly today, a player might die.
	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	Po	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.