

TOWNSFOLK

	Steward	You start knowing 1 good player.
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	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.
	Cult Leader	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	Town Crier	Each night*, you learn if a Minion nominated today.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Engineer	Once per game, at night, choose which Minions or which Demon is in play.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Pacifist	Executed good players might not die.

OUTSIDERS

	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.
	Zealot	If there are 5 or more players alive, you must vote for every nomination.

MINIONS

	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	Mastermind	If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.
	Baron	There are extra Outsiders in play. [+2 Outsiders]

DEMONS

	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
	Al-Hadikhia	Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.