

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

*Beggar*

GOOD

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

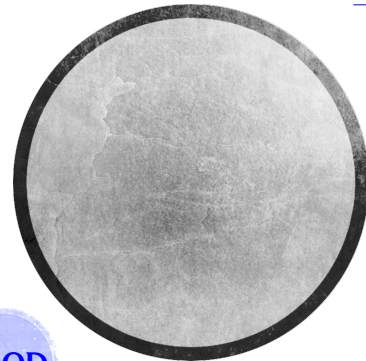
*Apprentice*

GOOD

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

*Barista*

GOOD



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

*Bureaucrat*

EVIL

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

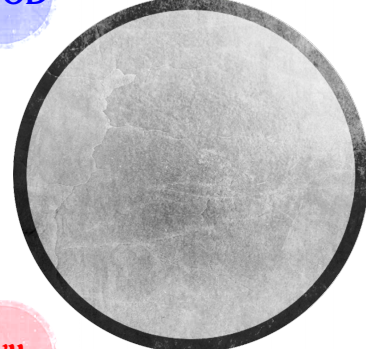
*Bishop*

EVIL

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

*Bone Collector*

EVIL



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

*Gunslinger*

GOOD

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

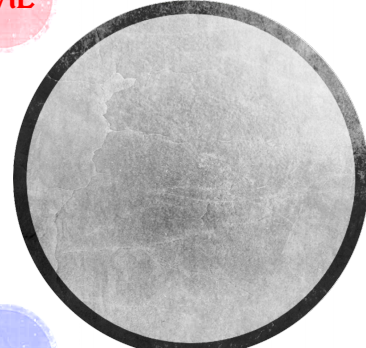
*Judge*

GOOD

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

*Butcher*

GOOD



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

*Scapegoat*

EVIL

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.

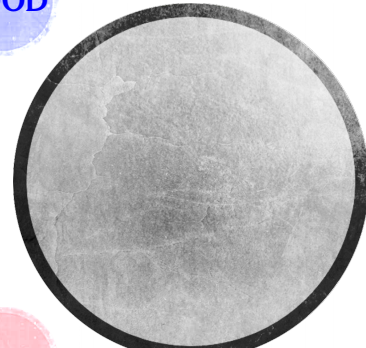
*Matron*

EVIL

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

*Deviant*

EVIL



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

*Thief*

EVIL

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

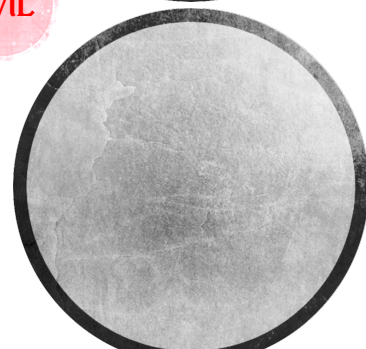
*Voudon*

EVIL

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

*Harlot*

EVIL



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

*Fang Gu*

