

Investigator You start knowing that 1 of 2 players is a particular Minion. Librarian You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.) Shugenja You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary. Empath Each night, you learn how many of your 2 alive neighbors are evil. Dreamer Each night, you learn how many of your 2 alive neighbors are evil. Each night, you learn if a Demon voted today. Gossip Each day, you may make a public statement. Tonight, if it was true, a player dies. Savant Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false. Seamstress Once per game, at night, choose 2 players (not yourself), you learn if they are the same alignment. Artist Once per game, during the day, privately ask the Storyteller any yes/no question. Cannibal You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution. When you die at night, an alive good player becomes a Farmer. When you die at night, an alive good player becomes a Farmer. When you die at night, an alive good player becomes a Farmer. When you die at night, an alive good player becomes a Farmer. OUTSIDERS Farmer You have all Outsider abilities. [-0 or -1 Outsider] Punk You do not know you are the Drunk. You think you are a Townsfolk character, but you are not. Klutz When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses. MINIONS Assassin Once per game, at night*, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability. Once per game, at night*, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.	BANA	NA PEEL	PROTOCOL by Josh		Sentii
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Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Organ Grinder All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

Scarlet Woman If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS



Dusk

Minion info

F

R

8

N



Demon info



Organ Grinder



Witch



Librarian



Investigator



Empath



Dreamer



Seamstress



Shugenja



Dawn

BANANA PEEL PROTOCOL



JINXES

None available



Seamstress





Dawn



























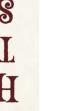
D

N

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TRAVELLERS

None available

FABLEO



Sentinel