

Blending In

by Dungeon Mister

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Steward

You start knowing 1 good player.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Town Crier

Each night*, you learn if a Minion nominated today.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



The Demon cannot have the Drunk ability.



The Demon cannot have the Politician ability.



If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.



Undertaker

Each night*, you learn which character died by execution today.



Nightwatchman

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



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination."



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Mutant

If you are 'mad' about being an Outsider, you might be executed.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Scarlet Woman

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



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Spirit of Ivory

There can't be more than 1 extra evil player.



Sentinel

There might be 1 extra or 1 fewer Outsider in play.



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