

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.



Fortune Teller Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



Oracle Each night*, you learn how many dead players are evil.



Monk Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Savant Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Alsaahir Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Philosopher Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Huntsman Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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.



Mayor If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS



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



Recluse You might register as evil & as a Minion or Demon, even if dead.



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



Damsel All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

MINIONS



Mezepheles You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Summoner You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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

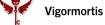


Baron There are extra Outsiders in play. [+2 Outsiders]

DEMONS



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



Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



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



Fortune Teller

Shugenja

Dawn











COUNCIL OF THE DEAD

JINXES

None available



TRAVELLERS

FABLED

None available

None available



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Dawn

Oracle



























Dusk



