

Noble

You start knowing 3 players, 1 and only 1 of which is evil.



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



Pixie

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



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



Undertaker

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



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



Huntsman

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



Alchemist

Cannibal

You have a not-in-play Minion ability.

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.





Mutant

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



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



Drunk

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



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





Godfather

You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



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



Pit-Hag Goblin

Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.



If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS



Imp

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

Fang Gu

Vigormortis

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

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



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]













Huntsman

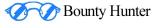










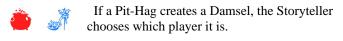






First Night

Immoral Infighting



A Pit-hag can not create an evil Politician.

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