

Each night, you learn how many of your 2 alive neighbours are evil.



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



Savant

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



Juggler

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



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



Magician

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



Motant

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Pit-Hag

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



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are



Vigormortis

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



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



Angel

Something bad might happen to whoever is most responsible for the death of a new player.







Legion and the Engineer can not both be in play at the start of the game. If the Engineer creates Legion, most players (including all evil players) become evil Legion.