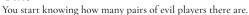


Alchemist

You have a not-in-play Minion ability.



Chef





Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Empath

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



The first time you die, you don't.



Each day, you may make a public statement. Tonight, if it was true, a player



Huntsman

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



If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Damse1

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



λ ssassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Devil's Advocate

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



Fang Gu

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. If you kill yourself this way, a Minion becomes the Imp.



Gardener

The Storyteller assigns 1 or more players' characters.



Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



TRAVELERS

Each night, choose a player (not yourself): their vote counts as 3 votes



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Oracle

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



Philosopher

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



Pixie

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



Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Tea Lady

If both your alive neighbours are good, they can't die.



Drunk

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they 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.



Poisoner

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



Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Sentine1

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





tomorrow.



Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



Scapegoat

If a player of your alignment is executed, you might be executed instead.





If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.





If the Slayer slays the Lleech's host, the host dies.