

**Noble**

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

**Shugenja**

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

**Bounty Hunter**

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

**Dreamer**

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

**Town Crier**

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

**Oracle**

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

**Innkeeper**

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

**Gossip**

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

**Plague Doctor**

If you die, the Storyteller gains a not-in-play Minion ability.

**Recluse**

You might register as evil & as a Minion or Demon, 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]

**Poisoner**

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

**Goblin**

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

**Fang Gu**

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

**Artist**

Once per game, during the day, privately ask the Storyteller any yes/no question.

**Seamstress**

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

**Philosopher**

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

**Alchemist**

You have a not-in-play Minion ability.

**Magician**

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

**Poppy Grower**

Minions & Demons do not know each other. If you die, they learn who each other are that night.

**Method Actor**

You think you are a not-in-play Evil Minion, and you register as a Minion. The ability you think you have might function correctly. All Minions know that you are the Method Actor.

**Drunk**

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

**Barber**

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

**Scarlet Woman**

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

**Evil Twin**

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

**Marionette**

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

**Vortex**

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

**Duchess**

Each day, 3 players may choose to visit you. At night\*, each visitor learns how many visitors are evil, but 1 gets false info.

**Apprentice**

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

**Barista**

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

**Bone Collector**

Once per game, at night, choose a dead player: they regain their ability until dusk.

**Gangster**

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

**Scapegoat**

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

**Thief**

Each night, choose a player (not yourself): their vote counts negatively tomorrow.



The Marionette is not shown who the Method Actor is.



If the Poppygrower is in play, the Minions only learn the Method Actor after the Poppygrower dies.



If the Plague Doctor dies, a living Minion gains the Goblin ability in addition to their own ability, and learns this.



If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.



The Storyteller cannot gain the Evil Twin ability if the Plague Doctor dies.



When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.



If the Demon has a neighbour who is alive and a Townsfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen.



If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.