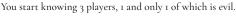
## Kniaht

You start knowing 2 players that are not the Demon.



### Noble







You start knowing how many pairs of evil players there are.



## 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. [1 Townsfolk is evil]



# Empath

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



### Chambermaid

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



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



Each night\*, if either good living neighbour is drunk or poisoned, you die.



## Sweetheart

When you die, I player is drunk from now on.



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





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



# Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



### Vortox

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



Lies Lies Lies by Sami El Sayed

### Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



### Oracle

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



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



### Gossip

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



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



## Sage

If the Demon kills you, you learn that it is 1 of 2 players.



### **Minstrel**

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



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.



## Scarlet Woman

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



# Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.