

Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.

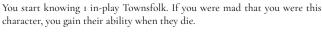


Librarian



You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)







Dreamer

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



Flowergirl

Each night*, you learn if a Demon voted today.



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



Undertaker



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



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



When you learn that you died, publicly choose I alive player: if they are evil, your team loses.



Golem

Lycanthrope

King

question.

Sage

King] Virgin

executed immediately.

player that can die tonight.

Demon knows who you are.

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

Each night*, choose a living player: if good, they die, but they are the only

Each night, if the dead outnumber the living, you learn 1 alive character. The

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

If the Demon kills the King, you learn which player is the Demon. [+ the

The 1st time you are nominated, if the nominator is a Townsfolk, they are

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



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





Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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.



Scarlet Woman

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



Marionette

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



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



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