

Atheist The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



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



Cult Leader Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



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



Grandmother You start knowing a good player & their character. If the Demon kills them, you die too.



Pacifist Executed good players might not die.



Tea Lady If both your alive neighbors are good, they can't die.



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



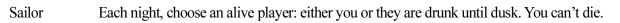
Fortune Teller Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Mathematician Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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





You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Tinker You might die at any time.



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



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



Heretic Whoever wins, loses & whoever loses, wins, even if you are dead.



OUTSIDERS



Fearmonger Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.

Mezepheles

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



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



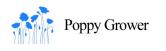
There are extra Outsiders in play. [+2 Outsiders]





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

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







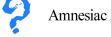


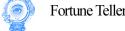


Marionette

















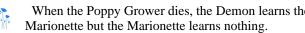


First Night

Pure Chaos



The Mathematician learns if the Lunatic attacks a different player(s) than the real Demon attacked.



The Baron might only add 1 Outsider, not 2.







































































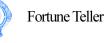


When the Poppy Grower dies, the Demon learns the

















Pure Chass

