

Sheevra
(was Banshee)

Paramour
(was Casanova)

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

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

Renamed
characters

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



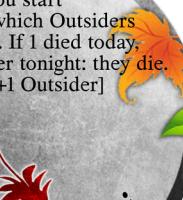
Orphan

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



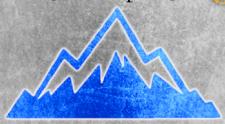
Flower Vendor

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



Capo Crimini

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



Ranger

Each night, if the
dead outnumber the living,
you learn 1 alive character.
The Demon knows who you are.



Monarch

Each night*,
choose a player &
a character they become
(if not in play).
If a Demon is made,
deaths tonight are arbitrary.



Pot-Churl

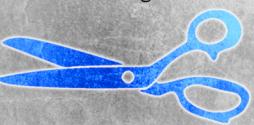
Ba Anansi
(was
Queen of Lies)

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



Confidante

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



Clothier

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



Herbalist

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



Laundry Hand

Barkeep
(was Wench)

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



Mephit

Each night,
choose a player: if they
nominate tomorrow, they die.
If just 3 players live,
you lose this ability.



Sorcerer

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



Doppelgänger

