

Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Pixie

You start knowing 1 in-play Townsfolk.

If you were mad that you were this character, you gain their ability when they die.



Flowergirl

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



Town Crier

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



Oracle

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



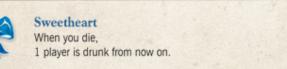
Snake Charmer

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



Mathematician

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





Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Barber

Dreamer

Savant

Seamstress

Artist

Juggler

Sage

On your 1st day,

If the Demon kills you,

you learn that it is 1 of 2 players.

1 of which is correct.

Each night, choose a player (not yourself or Travellers):

you learn 1 good and 1 evil character,

Each day, you may visit the Storyteller

you learn if they are the same alignment.

privately ask the Storyteller any yes/no question.

That night, you learn how many you got correct.

publicly guess up to 5 players' characters.

Once per game, during the day,

to learn two things in private: 1 is true & 1 is false.

Once per game, at night, choose 2 players (not yourself):

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



Mutant

If you are "mad" about being an Outsider, you might be executed.



Witch

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



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Pit-Hag

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



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.



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Voetov

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



Vigormortis

Each night*, choose a player: they die.

Minions you kill keep their ability & poison 1

Townsfolk neighbor. [-1 Outsider]



Fang Gu

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