

Investigator

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



Grandmother

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



Town Crier

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



Undertaker

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



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Acrobat

Each night*, choose a player: if they are drunk or poisoned, you die.



Chambermaid

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



King

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



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



Amnesiac

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



Tea Lady

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



Virgin

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



Poppy Grower

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



Lunatic

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



Klutz

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



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Damsel

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



Spy 🦆 👠

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Witch

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



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Widow 👠 🦆

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



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Lord Of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Fang Gu

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

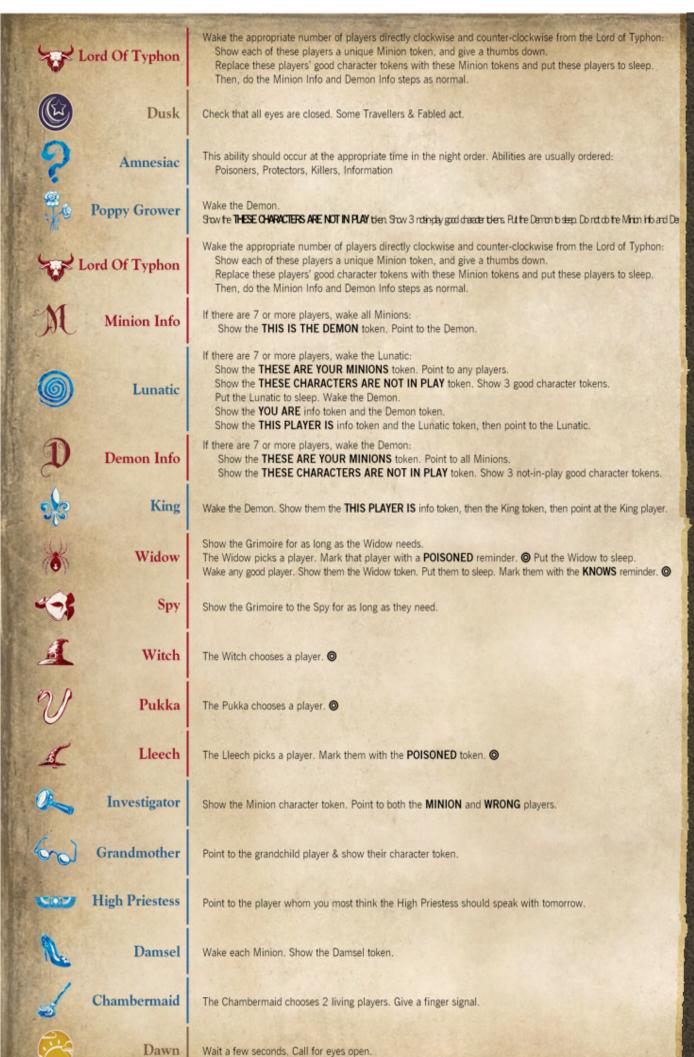


Lleech

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



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Wait a few seconds. Call for eyes open & immediately say who died.

Dawn