

Steward

You start knowing 1 good player.



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.



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Chambermaid

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



Gossip

Snake Charmer

Each night, choose an alive player:

with you & is then poisoned.

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

a chosen Demon swaps characters & alignments



Slaver

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



Soldier

You are safe from the Demon.



Alchemist

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



Pacifist

Executed good players might not die.



Plague Doctor M 3

If you die, the Storyteller gains a Minion ability.



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Mutant

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



Politician

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



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.



Marionette 🙈

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



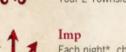
Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



No Dashii

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



Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Lil' Monsta 🦠

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night*, a player might die. [+1 Minion]



