

Shugenja

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



Town Crier

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



Oracle

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



Chambermaid

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



Snake Charmer

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



Mathematician a

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



When you die, 1 player is drunk from now on.



Moonchild

Sweetheart

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



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



Mutant

Barber

Dreamer

Gossip

Savant

1 of which is correct.

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

Each day, you may make a public statement.

you learn 1 good and 1 evil character,

Tonight, if it was true, a player dies.

Each day, you may visit the Storyteller

choose a good character: gain that ability.

If this character is in play, they are drunk.

privately ask the Storyteller any yes/no question.

to learn two things in private:

1 is true & 1 is false.

Once per game, at night,

If the Demon kills you,

Once per game, during the day,

you learn that it is 1 of 2 players.

If both your alive neighbors are good,

Philosopher

Artist

Sage

Tea Lady

they can't die.

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



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.



Fearmonger

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



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.



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]



Riot A

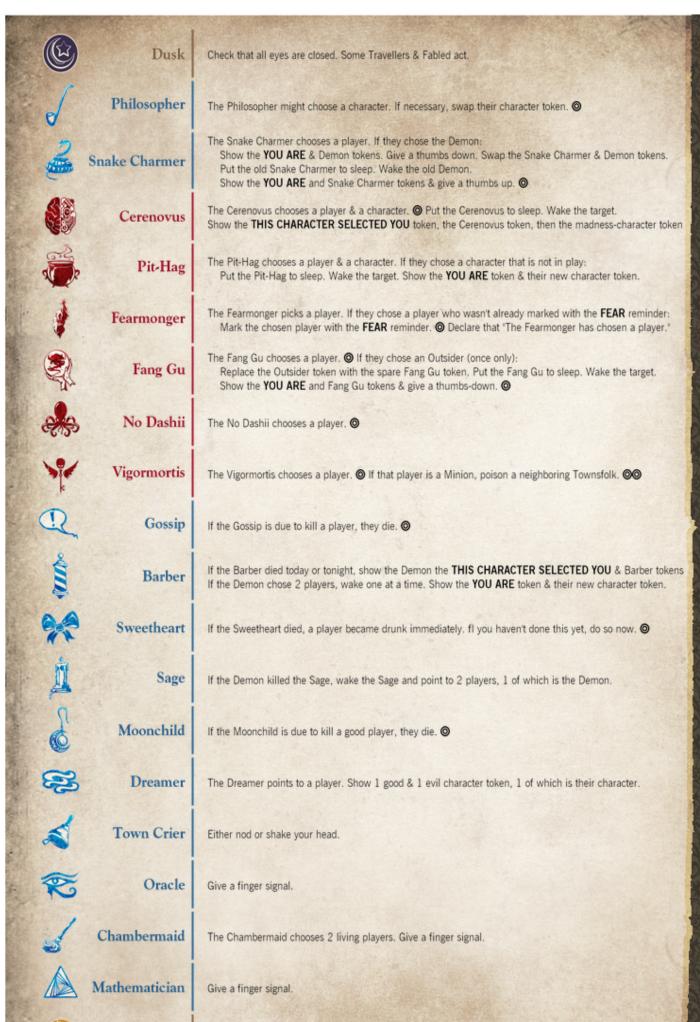
On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.





Dawn

Wait a few seconds. Call for eyes open.



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

Dawn