

Knight

You start knowing 2 players that are not the Demon.



Grandmother

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



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Flowergirl

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



Acrobat

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Tea Lady

they can't die.

Savant

Philosopher

Fisherman

Juggler

On your 1st day,

Each day, you may visit the Storyteller

choose a good character: gain that ability.

If this character is in play, they are drunk.

publicly guess up to 5 players' characters.

That night, you learn how many you got correct.

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

Once per game, at night,

Once per game, during the day,

to help your team win.

If the Demon kills you,

you learn that it is 1 of 2 players.

If both your alive neighbors are good,

visit the Storyteller for some advice

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



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Moonchild

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



Politician

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



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



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.



Marionette

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

[You neighbor the Demon]



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Po

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



Legion

Each night*, a player might die.

Executions fail if only evil voted.

You register as a Minion too. [Most players are Legion]

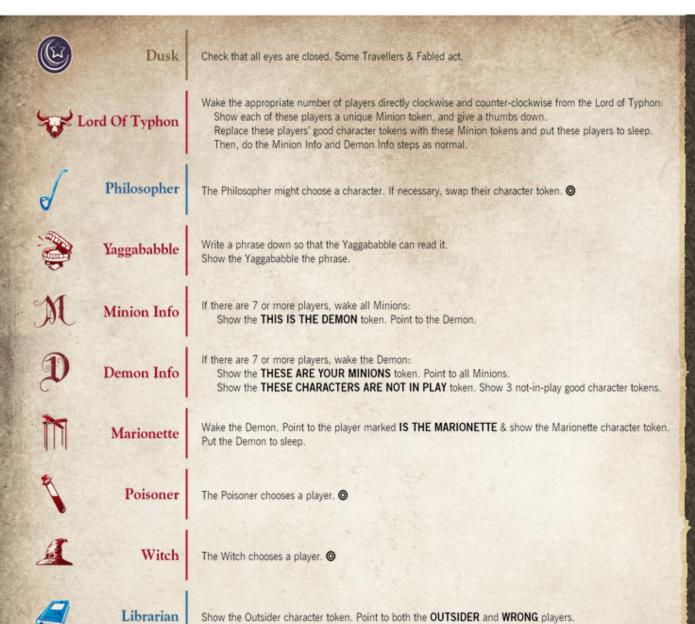


Lord Of Typhon

Each night*, choose a player: they die.

[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]





Point to the grandchild player & show their character token.

Point to the two players marked KNOW. @@

Wait a few seconds. Call for eyes open.

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Grandmother

Dreamer

Knight

Dawn