

Steward

You start knowing 1 good player.



Chef

You start knowing how many pairs of evil players there are.



Flowergirl

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



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Chambermaid

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



Savant

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Cannibal 2

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Lunatic

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



Donal

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



Zealot

If 5 or more players are alive, you must vote for every nomination.



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



Scarlet Woman

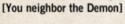
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Marionette

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

You painther the Demon





No Dashii

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



Tortox

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



