

Investigator

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



Oracle

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



Empath

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



Village Idiot

Each night, choose a player: you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]



Snake Charmer

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



Mathematician

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



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Moonchild

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



Saint

If you die by execution, your team loses.



Plague Doctor M

Sweetheart

When you die,

If you die,

Witch

the Storyteller gains a Minion ability.

Each night, choose a player:

if they nominate tomorrow, they die.

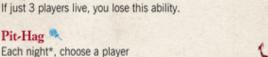
1 player is drunk from now on.



Marionette

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

[You neighbor the Demon]





If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



No Dashii

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

& a character they become (if not-in-play).

If a Demon is made, deaths tonight are arbitrary.



Vortox

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



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



Fang Gu

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





Seamstress

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



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Amnesiac

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



Ravenkeeper

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