

Odyssey

TOWNSFOLK



Steward

You start knowing 1 good player.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Cannibal

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



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.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Town Crier

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



Miner

Each night*, learn a dead character.



Candle Maker

Each night*, learn if the last executed player was nominated by the Demon. One good player registers as the Demon to you.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. **[+the Damsel]**



Flag Bearer

Once per game, at night, guess the player and character of the Demon. You learn if none, one, or both are right.



Bulwark

Once per game*, at night, you may choose to force the Demon to target you.



Tea Lady

If both your alive neighbours are good, they can't die.



Archivist

The first time an Outsider is executed, they don't die and that night become a not-in-play Townsfolk **[+1 Outsider]**.

OUTSIDERS



Prisoner

You start knowing a good player. While they live, if you vote or are mad you are the Prisoner, you both may die, even if dead.



Whistleblower

If you die, that night the Demon sees the Grimoire.



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Recluse

You might register as evil & as a Minion or Demon, even if dead.

MINIONS



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Headsman

Each day, if no player died, tonight choose two players: one of them dies.



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Gorgon

If you nominated a player, they are poisoned, even if you die. The previously poisoned player becomes healthy.

DEMONS



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]**



Behemoth

Each night*, choose a player: they die. The last Townsfolk who nominated today may die tonight.



Shaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Automaton

For each alignment that nominated today, tonight, a player dies. If no one was nominated, choose 1 player: they die.

Odyssey

LORIC

None

FABLED

None

TRAVELLERS



Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.



Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.



Deviant

If you were funny today, you cannot die by exile.



Smuggler

Each night, choose a player: if another player chooses them with their ability, there is no effect and no information is learned.

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