



Cartographer

You start knowing 2 evil characters, 1 and only 1 is in-play.



Smith

You start knowing 3 players, 2, and only 2, are characters of the same type.



Regent

You and the Heir start knowing each other. As long as 1 of you live, both can nominate and vote [+the Heir].



Heir

You or the Regent might be evil. If either of you is executed, you swap alignments, even if dead [+the Regent].



Prophet

Each night, learn a living player: they are not the Demon.



Watchdog

Each night, choose a player: the next night, learn how many evil players nominated or voted for them.



Spelunker

Each night*, choose a player: if they are evil, you die.



Titan

Each night*, if the Demon kills you, pick a different player. If evil, you don't die.



Gnostic

Each night*, learn if the most recently executed player neighbors any evil players.



Daredevil

Each day, you may visit the Storyteller and privately learn a dare and a boon. If completed, get the boon.



Distiller

Once per game, at night, choose a player: learn their character. They are drunk. If you pick the Demon, you are drunk instead.



Lamb

Once per game, at night, choose a player. The first time that they would die, you die instead, even if you are dead.



Uskok

If you nominated the Demon, tonight, a player dies.

OUTSIDERS



Garçon

Each night, the first living Townsfolk in the night order is drunk.



Vigilante

On night X, a Townsfolk X steps from you dies. The Demon knows which player.



Pagan

A Townsfolk knows you are in-play. If you or they are mad you are the Pagan, one or both of you might die.



Patsy

The 1st time a Minion would die, you die instead.

MINIONS



Crone

Each night, learn 2 players, choose one: they are poisoned until dusk.



Stepmother

Each night, choose a good character: tomorrow, if either of their neighbors is executed, they die.



Headsman

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



Soul Stealer

The first executed Outsider becomes evil and gains & keeps a not-in-play Minion ability [+1 Outsider].

DEMONS



Dogfish

On your 1st night, learn 2 players: they are drunk. If 1 dies, choose a new player. Each night*, a drunk player dies then becomes sober.



Phantom

Each night*, choose a player: they die. A living player registers as an evil Demon. [+1 Outsider].



Seraph

Each night*, see the Grimoire and choose a player: they die. Demons learn each other. [Minions are good]



Cherubim

Each night*, a player dies. If the Seraph dies, you choose who dies. Minions do not learn you or if they are good. [+ the Seraph]

