



All editions:
Fabled

Something bad might happen to whoever is most responsible for the death of a new player.



Angel

For the first 2 minutes of each day, veteran players may not talk.




Buddhist

Use the Djinn's special rule. All players know what it is.




Djinn

If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.



Doomsayer

Each day, 3 players may choose to visit you. At night*, each visitor learns how many are evil, but 1 gets false info.



Duchess

Once per game, 1 good player might get incorrect information.



Fibbin

Once per game, the Demon secretly chooses an opposing player: all players choose which of these 2 players win.



Fiddler

Something bad might happen to whoever talks when the Storyteller has asked for silence.



Hell's Librarian

2 neighboring players are known to be the same alignment. Once per game, 1 of them registers falsely.



Revolutionary

There might be 1 extra or 1 fewer Outsider in play.




Sentinel

There can't be more than 1 extra evil player.



Spirit of Ivory

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.



Toymaker