

Once per game, during the day, privately ask the Storyteller any yes/no question.



*Artist*

You start knowing how many steps from the Demon to its nearest Minion.



*Clockmaker*

Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



*Dreamer*

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

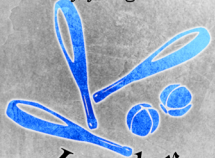


*Flowergirl*



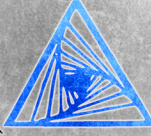
Sects & Violets

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



*Juggler*

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



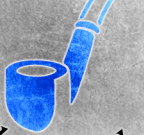
*Mathematician*

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




*Oracle*

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




*Philosopher*

If the Demon kills you, you learn that it is 1 of 2 players.



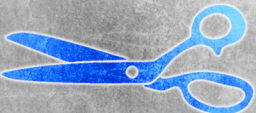
*Sage*

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



*Savant*

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



*Seamstress*

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



*Snake Charmer*

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



*Town Crier*

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



*Barber*

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



*Klutz*

If you are "mad" about being an Outsider, you might be executed.




*Mutant*

When you die, 1 player is drunk from now on.



*Sweetheart*

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.




*Cerenovus*

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.




*Evil Twin*

Each night\*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.




*Pit-Hag*

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



*Witch*

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



*Fang Gu*

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




*No Dashii*

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



*Vigormortis*

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



*Vortex*

2022-05-21 Ben Finney,  
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