

Chef You start knowing how many pairs of evil players there are.



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



Librarian You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Sailor Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



General Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Chambermaid Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



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



Undertaker Each night*, you learn which character died by execution today.



Innkeeper Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Philosopher

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



Fool The 1st time you die, you don't.



Tea Lady If both your alive neighbors are good, they can't die.



irgin The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDERS



Saint If you die by execution, your team loses.



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



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



Drunk You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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

MINIONS



Poisoner Each night, choose a player: they are poisoned tonight and tomorrow day.



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



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Psychopath Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Baron There are extra Outsiders in play. [+2 Outsiders]

DEMONS



Al-Hadikhia Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Chambermaid

Dawn



RECOMMENDED **TRAVELLERS FABLEO** None available Storm Catcher

Djinn

REPTILES II: LIZARO IN...

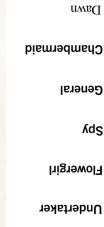
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None available



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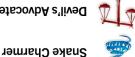






Al-Hadikhia





















Sailor

Dusk

Philosopher



