Unholier Than Thou-





Noble You start knowing 3 players, 1 and only 1 of which is evil.



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



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



Bounty Hunter You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Balloonist Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



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



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



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



Amnesiac You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Nightwatchman Once per game, at night, choose a player: they learn who you are.



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



Magician The Demon thinks you are a Minion. Minions think you are a Demon.





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



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



Politician If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Lunatic You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



DEMONS



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

Cerenovus

Marionette

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



Goblin If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]



Leviathan If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.









Demon info



Marionette



Poisoner



Snake Charmer



Cerenovus



Damsel



Amnesiac



Librarian



Chef



Dreamer



Seamstress



Noble



Balloonist



Bounty Hunter



Nightwatchman



Dawn



Leviathan



Unholier Than Thou





The Cerenovus may choose to make a player mad that they are the Goblin.





If the Marionette thinks that they are the Balloonist, +1 Outsider was added.

Unholier Than Thou





The Marionette does not learn that a Damsel is in



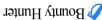








































Cerenovus









Poisoner .





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Snake Charmer



