

Sheevra  
(was Banshee)

Paramour  
(was Casanova)

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

Housekeeper

If the Demon kills  
the Monarch, you learn  
which player the Demon is.  
[+the Monarch]

Chorister

Renamed  
characters

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

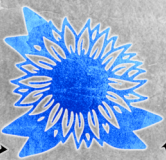
Orphan

Tuatara  
(was  
Daughter  
of Nox)

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

Prefect

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



Flower Vendor

You start  
knowing which Outsiders  
are in play. If 1 died today,  
choose a player tonight: they die.  
[-1 or +1 Outsider]

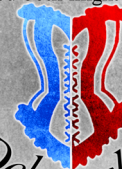
Capo Crimini

You start knowing  
a good player & character.  
If the Demon kills them,  
you die too.



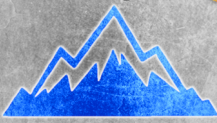
Grandparent

Each night\*,  
choose a living player:  
if they agree, you  
learn their character, but  
you both might die.



Debaucher

Once per game,  
at night, choose a living  
player: the Orphan, if chosen,  
becomes a not-in-play Townsfolk.  
[+the Orphan]



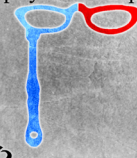
Ranger

Each night, if the  
dead outnumber the living,  
you learn 1 alive character.  
The Demon knows who you are.



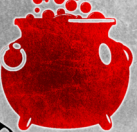
Monarch

Players may not  
leave their seats  
to talk in private. Each day,  
you may choose up to 3 sets  
of 2 players to swap seats.



Superintendent

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



Pot-Churl

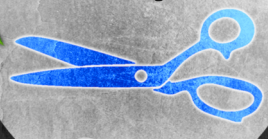
Ba Anansi  
(was  
Queen of Lies)

If there are  
5 or more players alive  
(Travellers don't count)  
& the Demon dies,  
you become the Demon.



Confidante

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



Clothier

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



Herbalist

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



Laundry Hand

Barkeep  
(was Wench)

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



Sorcerer

You start knowing  
a secret word. The 1st  
good player to say this word  
becomes evil that night.



Mephit

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



Doppelgänger

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