

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



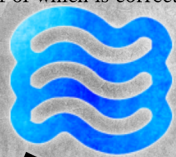
Artist

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



Clockmaker

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



Dreamer

Each night*, you learn if the Demon voted today.




Flowergirl

On your 1st day, publicly guess up to 5 player's 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: become them. If you duplicate an in-play character, they are drunk.



Philosopher

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



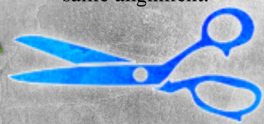
Sage

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 die, tonight the Demon may choose 2 players 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

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



Sweetheart

Each night, choose a player & a good character: they are mad about being 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.




Doppelgänger

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 chosen becomes an evil Fang Gu & you die instead. [+1 Outsider]




Fang Gu

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




No Dashii

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



Vigormortis

Each night*, choose a player; they die. Good abilities yield false information. Each day, if no-one was executed, evil wins.



Vortex