

Lemming Jeopardy



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Steward
You start knowing
1 good player.



Knight
You start knowing 2 players
that are not the Demon.



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



Shugenja
You start knowing if your closest evil player
is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.



Pixie
You start knowing 1 in-play Townsfolk.
If you were mad that you were this character,
you gain their ability when they die.



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



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



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



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



Slayer
Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.



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



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



Poppy Grower
Minions & Demons do not know each other.
If you die, they learn who each other are that night.



Plague Doctor
When you die, the Storyteller gains
a Minion ability.



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



Heretic
Whoever wins, loses
& whoever loses, wins,
even if you are dead.



Puzzlemaster
1 player is drunk, even if you die.
If you guess (once) who it is, learn the Demon player,
but guess wrong & get false info.



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



Vizier
All players know you are the Vizier.
You cannot die during the day. If good voted,
you may choose to execute immediately.



Xaan
On night X, all Townsfolk are poisoned until dusk.
[X Outsiders]



Organ Grinder
All players keep their eyes closed when voting
and the vote tally is secret.
Each night, choose if you are drunk until dusk.



Po
Each night*, you may choose a player: they die.
If your last choice was no-one, choose 3 players tonight.



Riot
On day 3, Minions become Riot & nominees die
but nominate an alive player immediately.
This must happen.



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



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

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS



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