

Virtuous Singleball

Unseen

The Marshal

Unseen Investigative

Scout (Day) - Learn if target player is visited by a non-**Unseen** player tonight, and if so what their alignment was. This only detects real visits, not fake visits. - Infinite uses

Expert Investigation (Night) - Learn target player's alignment. - Infinite uses

Case Closed (Night) - Learn target player's alignment. If you learn that they are non-**Unseen**, then you will kill them. - 1 use

Defeat the Blue Dragon or Hand of Byzantium.

The Duke

Unseen Killer

Unstoppable (Passive) - You cannot be occupied nor redirected, even by means that bypass immunities. Your abilities do not count as visits and are always guaranteed to succeed. **Sentences** do NOT disappear on class change.

Royal Blood (Passive) - Each election vote for you in a King Election counts as 2.

Unjust Sentence (Day) - Choose a player and **Sentence** them to death. They will learn this. 1 use

Death Sentence (Night) - Choose a player and **Sentence** them to death. They will learn this. May be used alongside **Execute**, but you can't use both on the same player at once. Infinite uses

Execute (Night) - Kill a player you have **Sentenced** to death. This is the most powerful attack in the game, and cannot be stopped in any way. 3 uses

Defeat the Blue Dragon or Hand of Byzantium.

The Arbalist

Unseen Killer

Eyes of the Huntress (Passive) - You may only **Aim** at 3 players at any one time. If you **Aim** at a 4th player, the status is removed from the first player you put it on. **Aim** disappears on death or class change & your abilities only affect players you **Aim** at. Players with **Aim** lose passive death immunity.

Reconnaissance (Day) - Choose a player with **Aim**. If you kill them, they are not mutilated. 1 use

Re-focus (Day) - Choose a player with **Aim** and move it to a different player. 1 use

Pin Down (Night) - You will start to **Aim** at the targeted player. Choosing a player with **Aim** removes it instead, and choosing yourself removes all **Aim** you have placed. Infinite uses

Raven's Volley (Night) - Attack all players with **Aim**. Players killed this way are mutilated beyond recognition, hiding their flip and logs. 2 uses

Defeat the Blue Dragon or Hand of Byzantium.

The Baronet

Unseen Killer

Royal Blood (Passive) - Each election vote for you for King Election counts as 2.

Gerissen (Passive) - When **The Duke** (or convert) and at least one of **The Marshal** (or converts) or a role with Prestige have died, you become **Furious**.

Taunt (Day) - Choose a player. Chosen members of the **Blue Dragon** or **Hand of Byzantium** will be informed that, if they perform the factional kill tonight, they must target the Baronet (but they do not know who you are). - 2 uses

Missgunst (Day) - Grants yourself death immunity tonight. If you are attacked tonight, then you will gain a use of **Vom Tach**. - 1 use

Mittelhau (Night) - Kill target player if they attack you; you are death immune against their attack if they die. If you are **Furious**, kill target player without conditions instead. If you kill an **Unseen** player while **Furious**, disable this ability and gain a use of **Vom Tach**. - Infinite uses

Vom Tach (Night) - Attack target player, bypassing healing and death immunity.

They will be mutilated beyond recognition, hiding their flip and logs. You cannot be occupied or redirected while using this ability. If they are attacking someone, you will also occupy them. You will always know how many charges of this ability you have. - 0 uses

Defeat the Blue Dragon or Hand of Byzantium.

The Poacher

Unseen Killer

Stalking (Passive) - At the end of each night, every player who visited you silently gets a **Bounty** placed on them. Your **Bounties** disappear if you change classes. Your abilities only affect **Bounties** you've placed.

Illegit Bounty (Day) - Inflict **Bounty** on a player after tonight. - 1 use

Feint (Day) - Grant yourself death immunity tonight. - 2 use

Headhunt (Night) - Stalk your target. If your target has a **Bounty** on them, learn this and attack them. - Infinite uses

Pursuit (Night) - Monitor your target very carefully tonight. If they visit anyone tonight, inflict a **Bounty** on them. - 2 uses

Defeat the Blue Dragon or Hand of Byzantium.

The Arcanist

Unseen Killer

Forbidden Grimoire (Passive) - You can have up to two **Sigils** active at a time, after which the first **Sigil** will expire. If you die at night, attack all players with a **Sigil** on them. Your **Sigils** disappear on class change. Your abilities only affect **Sigils** you've placed.

Arcanum Emperium (Day) - Move a **Sigil** onto another player if possible. - 2 uses

Sigil of Madness (Night) - Set a **Sigil** upon target player. - Infinite uses

Neverending Nightmare (Night) - Trap a player in a permanent nightmare, killing them in their sleep. - 1 use

Defeat the Blue Dragon or Hand of Byzantium.

The Templar

Unseen Killer

By My Sword (Day) - Bleed yourself instantly. You will die in 2 nights unless healed (You will not get a bleed message if this succeeds). - Infinite uses

Radiant Unholiness (Night) - If you start the night phase bleeding, bleed the targeted player. If your target is not visited by another player tonight, cure your own bleeding. - Infinite uses

Blood Surge (Night) - Cure any bleeding inflicted by you currently on your target. - Infinite uses

Defeat the Blue Dragon or Hand of Byzantium.

The Fanatic

Unseen Killer

Piety (Day) - Use **Malleus Maleficarum** on yourself tonight. You cannot use **Malleus Maleficarum** the night after using this ability... - 1 use

Malleus Maleficarum (Night) - Guards a target (does not protect them in any way). You will bleed a visitor to your target. If possible, you will bleed a non-**Unseen** member. - Infinite uses 🏰

Regicide (Night) - Attacks and kills a target. If you would kill an **Unseen** member, you will stop the attack and commit suicide, bypassing everything. - 1 use

Defeat the Blue Dragon or Hand of Byzantium.

The Enforcer

Unseen Killer

Garrison (Night) - Guard a player, granting them death immunity. If you successfully protect them from an attack, all protective abilities will fail on you for the rest of the game and you will visit and kill a second target player. You cannot kill the King. - Infinite uses 🏰

Cold Steel (Night) - You may not use this ability until N3. Choose a player to attack. - 1 use

Defeat the Blue Dragon or Hand of Byzantium.

The Infiltrator

Unseen Offensive

Alertness (Passive) - Immune to occupation and redirection. **Hazard** disappears on class change. Your abilities only effect your own **Hazards**.

Red Alert (Day) - Increase a player's **Hazard** by 1. Cannot be used on Day 1. - 2 uses

Confinement (Night) - Confine your target, raising their **Hazard** by 1. Perform an action based on your target's current **Hazard**: - Infinite uses

- [1] - Remove any occupation, redirection, and death immunity on your target tonight.
- [2] - Grant your target death immunity tonight and occupy them.
- [3] - Occupy your target for tonight, and the next.
- [4+] - Attack your target.

Off Limits (Night) - Occupy your target if they attempt to attack or convert anyone tonight. - 2 uses

Defeat the Blue Dragon or Hand of Byzantium.

The Servant

Unseen Offensive

Dutiful (Passive) - Immune to occupation and redirection.

Chaotic Wine (Day) - Poison the King. They will die in two nights unless healed. If they die this way and were **Unseen**, your abilities are disabled from now on and all votes for you to become the King are nullified. 1 use

Serve Wine (Night) - Occupy a player by getting them drunk. Can not target the same player twice in a row. - Infinite uses

Black Wine (Night) - Occupy everyone visiting you tonight by serving them a special kind of wine. - 1 use

Defeat the Blue Dragon or Hand of Byzantium.

The Forest Witch

Unseen Offensive

Isolation (Passive) - Immune to occupation and redirection.

Nightshade Curse (Day) - Tonight, players affected with **Lethargic** will be occupied if they target you or another player with **Lethargic** tonight. Players occupied this way lose **Lethargic**. - 3 uses

Curse of Sloth (Day) - Target player is occupied for the remainder of the day. - 1 use

Curse of Lethargy (Night) - Inflict 2 target players with **Lethargic**. Infinite uses

Rite of Thorns (Night) - All other players visiting the chosen player tonight are inflicted with **Lethargic**. If they already have it, occupy them. 2 uses

Defeat the Blue Dragon or Hand of Byzantium.

The Alcoholic

Unseen Offensive

I am the Liquor (Passive) - Immune to occupation and redirection.

Royal Blood (Passive) - Each election vote for you in a King Election counts as 2.

I Feel Nothing (Passive) - You are death immune to the first attack against you each game.

Debauchery (Night) - Redirect the targeted player to yourself. You are immune to redirected conversions. - Infinite uses

Happy Hour (Night) - Remove any death, occupation, and redirection immunity on your target for tonight, and occupy them. - 1 use

The Bureaucrat

Unseen Offensive

Relentless Bureaucracy (Passive) - Immune to occupation and redirection.

Overrule (Day) - Choose 2 players. If the first player uses a day ability today, redirect them to the second player, if possible. - 2 uses

Pyramid Scheme (Day) - Occupy the King tonight, bypassing their natural immunity. - 1 use 🏰

Order of Relocation (Night) - Choose 2 players. If the first player uses a night action tonight, it will be redirected to target the second player, if possible. - Infinite uses

Defeat the Blue Dragon or Hand of Byzantium.

The Herbalist

Unseen Support

Remedy Studies (Passive) - Immune to bleeding.

Disembalm (Day) - Target a player who has died at night. At the end of the night, learn which faction(s) killed your target. - 2 uses 🏰

Pseudocide (Night) - Heal a player, preventing them from dying tonight, and curing their bleeding. - Infinite uses

Self-Care (Night) - Use the effects of Pseudocide on yourself tonight. - 2 uses

Defeat the Blue Dragon or Hand of Byzantium.

The Plague Doctor

Unseen Support

Self-Aid (Passive) - You are immune to bleeding. If you die or your class changes, stacks of **Remedy** you have applied vanish. Your abilities only effect **Remedy** stacks you have placed.

Latent Cure (Passive) - If a player with **Remedy** would die at night, you will passively attempt to heal all players you have granted **Remedy**. If this passive activates, remove any stacks of **Remedy** you have placed. This passive won't activate if you are occupied on the night of the attack.

Reverse-Hemophilia (Day) - Make the targeted player immune to bleeding until the end of the next day. 2 uses

Hallucinogen (Day) - Tonight, players with **Remedy** gain immunity to conversion. If one would have been converted, **Latent Cure** triggers as if the target had been attacked. 1 use

Herbal Remedy (Night) - Grant the targeted player a stack of **Remedy**. You may use this ability as many times as you have uses left, but will only be seen visiting your first target. 5 uses 🏰

Defeat the Blue Dragon or Hand of Byzantium.

The Timesnatcher

Unseen Support

Time Snatch (Day) - If you were to die tonight, delay your own death for 2 days. This works the same as **Temporal Distortion**, except that you cannot delay the same death twice with this and cannot redirect the death. - 2 uses

Temporal Distortion (Night) - Delays a player's death for 2 nights if they die tonight. This will delay ongoing bleeding in addition to attacks. You can prevent a death multiple times. This counts as healing for all relevant interactions. You will know at the start of the following night if you delayed a death. - Infinite uses 👑

No Time To Waste (Night) - Choose a death that you have delayed and a player. Redirect that death to that player. This counts as a normal attack and clears the delayed death. (The King can only be the first target). - Infinite uses 👑

Defeat the Blue Dragon or Hand of Byzantium and any neutrals that seek to do you harm.

The Minstrel

Unseen Support

Reverb (Day) - If you use **Ballad** tonight, you may choose to extend the occupation and redirection immunity for 2 nights or the death immunity for one night - 1 use

Ballad (Night) - Heal target player and provide occupation, redirection, and death immunity to them. You may also use **Crescendo** on them tonight unless they are the King. - 3 uses 👑

Crescendo (Night) - Your target's action will succeed. If their action gives results, their results will not be false. - 2 uses

Defeat the Blue Dragon or Hand of Byzantium and any neutrals that seek to do you harm.

The Sage

Unseen Support

Arcane Rune (Day) - Gain an **Arcane Rune**. Infinite uses

Primal Rune (Day) - Gain a **Primal Rune**. Infinite uses

Blood God's Ritual (Night) - Spend the required amount of **Runes** to use an ability from the table. If you do not have enough **Runes**, then you will use **Focus** on your first target instead. Infinite uses

Recipe	Cost	Ability
Focus	0 Runes	Visit target player.
Mire	1 Arcane Rune	Grant target player occupation and redirection immunity tonight. Their action will not yield false results, unless it is as a result of their own action or a passive.
Apex Arcane	2 Arcane Runes	Investigative actions targeting either of the two players you chose are guaranteed to be accurate. All other actions targeting either of the two players are guaranteed to succeed.
Veins of Steel	1 Primal Rune	Grant a player immunity to death tonight.
Wall of Fire	2 Primal Runes	Prevent all other visits to your target tonight.
Divine Winds	1 Arcane Rune + 1 Primal Rune	Redirect all actions targeting the first target player to the second target player, and vice versa.

Defeat the Blue Dragon or Hand of Byzantium.

The Lunatic

Unseen Support

Royal Blood (Passive) - Each election vote for you during King elections counts as 2.

Tinkering (Passive) - If you successfully prevent a death with any of your abilities, **Magnus/Steam Amalgamation** will secretly not provide death immunity the following night.

Magus/Steam Pulse (Day) - Release a M/S pulse around yourself, granting yourself death immunity and occupation/redirection immunity tonight. - 1 use

Magus/Steam Amalgamation (Night) - Send a M/S Amalgamation to protect your target, granting them death immunity and occupation/redirection immunity tonight. - Infinite uses

Magus/Steam Irradiator (Night) - Irradiate a target's room, causing all players targeting them tonight to be redirected into targeting themselves instead. Redirected attacks will not kill their user. - 1 use

Defeat the Blue Dragon or Hand of Byzantium.

The Page

Unseen Support

Innocence (Passive) - You are death immune at night, once. This passive is lost after the second night, and will not take effect if you are becoming a different class via **Ascending Villain**.

Ascending Villain (Night) - Choose a dead non-unique **Unseen** class. You instantly become the chosen class. You may take a night action as your new class as well. - 1 use

Defeat the Blue Dragon or Hand of Byzantium.

The Duchess

Unseen Investigative

Royal Blood (Passive) - Each election vote for you for King Election counts as 2.

Bat Eyelashes (Night) - Learn your target's class type grouping. Class type groupings are as follows: - Infinite uses

- Killer / Offensive
- Special / Investigative
- Social / Support

Dark Wisp (Night) - Learn if your target has attacked another player over the course of the game. Includes tonight as well. - 2 uses

Defeat the Blue Dragon or Hand of Byzantium.

The Taxman

Unseen Investigative

Avarice (Day) - At the end of the night, determine if the targeted player used a day ability yesterday. 2 uses

Collection (Night) - Determine whether or not the targeted player has 2 or more uses of their limited use abilities remaining at the end of the night. Infinite uses

Audit (Night) - Determine if the targeted player uses a non-primary night action tonight. 2 uses

Defeat the Blue Dragon or Hand of Byzantium.

The Nightwatch

Unseen Investigative

Flock of Crows (Day) - At the end of the following night, learn if any day abilities were used on the targeted player yesterday. - 2 uses

Follow (Night) - Determine which players visit the targeted player tonight. If this exceeds 2, you will only learn that there were too many visitors. Infinite uses

Defeat the Blue Dragon or Hand of Byzantium.

The Stalker

Unseen Investigative

Tracking (Day) - At the end of the night, learn if the targeted player successfully visited anyone tonight. - 2 uses

Vigilant Stalking (Night) - Stalk a player, determining who they visit tonight. - Infinite uses

Defeat the Blue Dragon or Hand of Byzantium.

The Handmaiden

Unseen Investigative

Rumor (Day) - Make a player “last checked” in regards to Matchmake. - 1 use, cannot be used Day 1

Analyze (Night) - Test if a player is compatible with the player you last checked. Players are compatible if they can win together. Players with Royal Blood are always incompatible with other Royal Bloods. You will learn if this ability fails, or if you are redirected. - Infinite uses

Prying Servants (Night) - Select a living player and a night killed player. You will learn if the living player visited the night killed player on the night they died. You only visit the living player. - 2 uses

Defeat the Blue Dragon or Hand of Byzantium.

The Marchioness

Unseen Investigative

Royal Blood (Passive) - Each election vote for you for King Election counts as 2.

Guest List (Day) - Tonight, learn how many different factions visited you tonight.

Neutrals all count as one faction. - 2 uses

Faction Links (Night) - Select two players and learn if their class type groupings match. You will receive a positive match if they are the same class type, a good match if they are from the same class type grouping, and no match if they are from different class type groupings. Class type groupings are as follows: - Infinite uses

- Killer / Offensive
- Special / Investigative
- Social / Support

Night Waltz (Night) - Select two players and learn if they share the same faction.

Neutrals all count as one faction. - 1 use

Defeat the Blue Dragon or Hand of Byzantium.

The Doomsayer

Unseen Investigative

Reverse Card (Day) - At the end of the night, informs you if the target was occupied, redirected, or had their visit prevented. You do not learn which. - 2 uses

Wind's Calling (Night) - Determine which class types your target is visited by tonight. Will not show repeats & Special appears as Investigative. Players who are performing the factional kill always appear as a Killer type to this. Infinite uses

Incite Doom (Night) - Determine how many players visit you tonight. - 2 uses

Defeat the Blue Dragon or Hand of Byzantium.

The Chancellor

Unseen Investigative

Kingmaker (Passive) - Your vote during King Elections counts as three votes.

Forged Documents (Day) - Each election vote for your target in King Election will count as 2 if they do not have **Royal Blood**. They may be detected by **Trace Bloodline**. - 2 uses

Trace Bloodline (Night) - Learn if your target has **Royal Blood**, or if they are visited by a player with **Royal Blood** tonight. - Infinite uses

Background Check (Night) - Secretly set your target's vote during King elections to 0. **Trace Bloodline** will no longer detect your target, if it was able. You may use this alongside **Trace Bloodline**; you will not be seen visiting using this ability if so. - Infinite use

Defeat the Blue Dragon or Hand of Byzantium.

The Aristocrat

Unseen Social

Royal Blood (Passive) - Each election vote for you for King Election counts as 2.

Court Spies (Day) - Choose two players. Chosen members of the **Blue Dragon** or **Hand of Byzantium** will be removed from their faction chat until the start of the next night. They will be immediately informed that Court Spies was used on them. - 2 uses

Intrigue (Night) - Target a player. You will be informed if any of the following happen to them tonight: - Infinite uses

- Your target was successfully Investigated.
- Your target was successfully Occupied.
- Your target was successfully Redirected.

Reckrimination (Night) - Target two players. If your first target is executed and flips as a member of the **Unseen** tomorrow, you can choose to kill your second target the following night. You will only visit your first target. - 2 uses, 🏰 (but only as the first target)

Defeat the Blue Dragon or Hand of Byzantium.

Converts into **The Noble** or **The Magistrate**

The Judge

Unseen Social

Prestige (Passive) - You may not be the target of any ability while dead, nor may your role. If you spawn, then **The Noble** and **The Magistrate** cannot be in play.

Royal Blood (Passive) - Each election vote for you in a King Election counts as 2.

Corruption and Extortion (Passive) - Whenever a **Condemned** player is killed during the day, tonight you may decide that **Pull Rank** removes death, occupation, and redirection immunity from its target that night. The first time two players who are **Condemned** have died during the day this game, you gain the assistance of the royal guard, giving you death immunity to the first attack against you.

Condemns are kept on class change.

Judicial Decree (Day) - Target a player. After today's execution, the day will be extended by 24 hours to hold a second execution today, where only you or them can be voted. - 1 use

Judicial Condemnation (Day) - Target a player. All votes are reset; only you or them may be voted today. - 1 use, only usable in the first half of the day.

Pull Rank (Night) - **Condemn** the targeted player for execution. - Infinite Uses 🏰

Usurp (Night) - Only usable when two or more **Condemned** players have died during the day this game. Dethrone the King, taking their place and replacing their role with their previous role before they became King. Promotions caused by their election are reverted; if they were the starting King, then they become the **Page**, **Squire** or **Apprentice** depending on which alignment they were. - 1 use 🏰

Defeat the Blue Dragon or Hand of Byzantium.

The Soulcatcher

Unseen Social

Black Mercy (Night) - Target a dead player who flipped **Unseen**. Use their primary (listed first) night action. You may target additional players, as the ability requires. Cannot be used on Killer classes. Each corpse may only be used once. - Infinite uses

Defeat the Blue Dragon or Hand of Byzantium.

The Blasphemer

Unseen Social

Prestige (Passive) - You may not be the target of any ability while dead, nor may your role. If you spawn, then **The Priest** and **The Saint** cannot be in play.

Voices of the Damned (Passive) - You have access to dead chat.

Will and Testament (Passive) - Each night, dead chat and you may vote on an ability for you to perform. Your vote always win ties, and you may choose on whom. Each vote contributes a Soul to that action. You will only be seen visiting the first player that you visit by this passive.

Screams of the Damned (Night) - Target a dead player that died at night and flipped **Unseen**. Destroy their soul, removing them from dead chat (even if you are occupied) and giving you 2 souls for tonight.

Defeat the Blue Dragon or Hand of Byzantium.

Will and Testament Abilities

Vile Harvest (Night) - Occupy a player if they are **Unseen** and notify them that Vile Harvest was used on them if they are **Blue Dragon** or **Hand of Byzantium**. If you have 3 souls, you occupy them regardless of their faction. If you have 6 souls, this action bypasses occupation immunity. - Infinite uses

Soul Shield (Night) - Give a number of players death immunity tonight equal to half the number of souls this costed (rounded up). Requires 1 soul on the first use, and requires 3 more each successive time this is used. - Infinite Uses 🏰


Damnation (Night) - Do nothing. - Infinite uses

The Illusionist

Unseen Social

Prestige (Passive) - You may not be the target of any ability while dead, nor may your role.

Mass Illusion (Passive) - You may anonymously send a message to to the rest of the thread at any time (3 times per cycle).

Mind Invasion (Day) - Create a private chat between two target players tonight. You may self-target. - Infinite uses 

Private Matter (Night) - Gain a private chat for with your target for the rest of the game. - 1 use


Defeat the Blue Dragon or Hand of Byzantium.

The Archivist

Unseen Social

Prestige (Passive) - You may not be the target of any ability while dead, nor may your role.

Repository (Passive) - You start in a log network by yourself. Being in the log network grants players the opportunity to write a logbook of up to 250 characters, to be published upon their death. At the end of each phase, you receive a copy of every player's current logbook. If you die, every player's current logbook is published and then the log network closes.

Archive (Day) - Target player joins the log network. They are notified. - Infinite uses 

Service Courier (Night) - Notify target player that they may make a single anonymous announcement through the host at any time tomorrow. The following night, they may send you a private message (but are still not informed of your identity). Both messages are capped at 1000 characters. - Infinite uses

Defeat the Blue Dragon or Hand of Byzantium.

The Plaguebearer

Unseen Special

Brew Potion (Night) - Use a potion tonight. You may not use the same potion again until you have attempted to use all 3 potions. - Infinite uses.

- Truth Potion: Learn a player's class type grouping.
- Tar Potion: Occupy a player. You will be immune to occupation and redirection while using this.
- Health Potion: Heal a player and cure any bleeding they might have. 🏰

Defeat the Blue Dragon or Hand of Byzantium and any neutrals that seek to do you harm.

The Sibyl

Unseen Special

Prestige (Passive) - You may not be the target of any ability while dead, nor may your role. If you spawn, then the **The Alchemist** and **The Fortune Teller** cannot be in play,

Inaccurate Fortune (Passive) - If your ability is to be occupied, the card you deal will instead secretly do nothing.

Fated Deck (Day) - You may use Major Arcana twice tonight. If you do, you must choose one card to be fake; the fake card secretly does nothing. - 1 use

Major Arcana (Night) - Deal one of the following cards to your target. They are not affected by it, but may use it as if it were one of their own abilities (usable alongside other abilities). Each is 1 use. You may not deal the same card again until you have dealt all available cards, nor may you target the same player twice. - Infinite uses

- **The Death (Day)** - Kill target player in broad daylight. You may not give out this card N1. Once you have dealt this card, it is removed from the rotation and you may not deal it again
- **The Judgement (Night)** - Learn target player's alignment.
- **The Priestess (Night)** - Heal target player and yourself. 🏰
- **The World (Day)** - Occupy target player today and tonight.

Blue Dragon


The Heroine

Blue Dragon Killer


Protect the Righteous (Passive) - Every time you attack a player, you may decide that you will occupy members of the **Hand of Byzantium** instead of killing them. You will know if you occupy a player this way. Does not apply if you are attacking the King.

Hero's Blessing (Passive) - You appear as a member of the **Unseen** until Day 3. There is no factional kill while there is a living **Heroine**.

Slit Skin (Day) - Target player begins bleeding. - 2 uses 

Eliminate (Night) - Attack target player. This may be enhanced with one of the following effects (may not use the same twice in a row): Infinite uses 

- You will be immune to occupation and redirection for the night.
- You will occupy your target (even if you are redirected or occupied). If they survive, they're occupied again the next night.
- Bypass death immunity or healing (you choose which).

Valiant Smite (Call to Arms | Night) - Kill target player. This action cannot be prevented in any way. You may choose to hide your targets flip and logs to all but the **Blue Dragon**. - 1 use 

Defeat the Unseen.

The Archer

Blue Dragon Killer

Eyes of the Huntress (Passive) - You may **Aim** at 3 players at any one time. If you **Aim** at a 4th player, the status is removed from the first player you put it on. **Aim** disappears on death or class change & your abilities only affect players you **Aim** at. Players with **Aim** lose passive death immunity and have their visits hidden.

Eagle Shot (Night) - Fire an arrow to kill your target. This does not count as a visit. If the **The Heroine** (inheriting enhanced effects) / factional kill attempts to kill a

player, you will shoot their target for them instead. - Infinite uses 🏰

Bulls-eye (Night) - You will start to **Aim** at the targeted player. Choosing a player with **Aim** removes it instead, and choosing yourself removes all **Aims** you have placed. Infinite uses

Absolute Precision (Night | Call to Arms) - Clear all **Aims**, then **Aim** at three players, then kill somebody you just **Aimed** at. You will only be seen visiting the player you kill. You may choose to mutilate the player killed beyond recognition, hiding their flip and logs. - 1 use

Defeat the Unseen.

The Hunter

Blue Dragon Killer

Distant (Passive) - At the end of each night, every player who visited you silently gets a **Bounty** placed on them. Your abilities only affect **Bounties** you've placed.

Wolf Companion (Day) - If the targeted player has **Bounty**, they will start bleeding. If not, they will believe they started bleeding. - 1 use

Wanted (Day) - Inflict **Bounty** on a player after tonight. - 1 use

Hunter's Mark (Night) - If the target of the factional kill or **Heroine** survives, you will occupy them and inflict them with **Bounty**. If they already do, you will learn this & automatically attack them tomorrow night. - Infinite uses

Bear Companion (Night) - If the targeted player has **Bounty**, occupy them until the end of the next night. Infinite uses

Hunting Season (Night | Call to Arms) - Occupy all non-**Blue Dragon** players who have **Bounty** tonight. 2 uses

Defeat the Unseen.

The Paladin

Blue Dragon Killer

Adverse Resolve (Passive) - If you are about to die from your bleeding when the night phase starts, the **Blue Dragon** (not yourself) gains death immunity for that night.

Bloody Valour (Day) - Bleed yourself instantly. You will die in 2 nights unless healed. Tonight, you will appear as a member of the **Unseen** to investigations (You will not get a bleed message if this succeeds). - Infinite uses

Divine Judgement (Night) - Make your target believe they are bleeding. - Infinite uses

Absolute Radiance (Night) - Bleed a random non **Blue Dragon** visitor to the **Blue Dragon** tonight. - 1 use

Purge the Sinners (Night | Call to Arms) - Bleed the targeted player and cure any bleeding you may be under. If you successfully cure your bleeding this way, occupy the target as well. - 2 uses

Defeat the Unseen.

The Knight

Blue Dragon Offensive

Stalwart Defense (Night) - Defend a player, granting them death immunity for the night.- Infinite uses 🏰

Enduring Bastion (Night) - Grant the entirety of the **Blue Dragon** death immunity, or all other members of the **Blue Dragon** occupation and redirection immunity tonight. - 1 use

Impenetrable Fortress (Night | Call to Arms) - Prevent all visits to the **Blue Dragon** tonight. - 1 use

Defeat the Unseen.

The Butler

Blue Dragon Offensive

Dutiful (Passive) - Immune to occupation and redirection.

Serve Wine (Night) - Occupy a player by getting them drunk. Infinite uses

Vintage Wine (Night) - Occupy everyone visiting you tonight by serving them a special kind of wine. 2 uses

Intoxicated Wine (Call to Arms | Night) - Occupy the targeted player for 2 nights in a row, bypassing occupation immunity. 2 uses

Defeat the Unseen.

The Drunk

Blue Dragon Offensive

I am the Liquor (Passive) - Immune to occupation and redirection.

Royal Blood (Passive) - Each election vote for you in a King Election counts as 2.

Debauchery (Night) - Choose 2 players & redirect the first player's night actions tonight to the second player, if possible. You may choose yourself as the second player & if so, you'll be immune to redirected attacks and will appear as **The Alcoholic** to redirected investigations. Infinite uses

Happy Hour (Night) - Remove any passive death, occupation, and redirection immunity on the targeted player, then occupy them. 1 use

Night on the Town (Call to Arms | Night) - Redirect the targeted player to themselves tonight bypassing redirection immunity. 2 uses

Defeat the Unseen.

The Physician

Blue Dragon Support

Remedy Studies (Passive) - Immune to bleeding.

Exhume (Day) - Target a player who has died at night. At the end of the next night, learn all classes that visited them on their night of death. - 2 uses 🏰

Drug (Day) - Make a player believe they are bleeding. - 1 use 🏰

Heal (Night) - Heal a player, preventing them from dying tonight, and cures poison and bleeding. If they are a member of the **Blue Dragon**, make them appear as a member of the **Unseen** tonight. - Infinite uses 🏰

Injection (Night) - Prevent healing from taking place on your target for the rest of the game. - 1 use

Concentrated Nightshade (Night | Call to Arms) - Poison the targeted non-**Blue Dragon** player. For the rest of the game until you die, they will occupy **Unseen** and **Hand of Byzantium** players they visit, and notify **Blue Dragon** and **Hand of Byzantium** players they visit that a poisoned player visited them. - 1 use

Defeat the Unseen.

The Chronomancer

Blue Dragon Offensive

Ebb and Flow (Passive) - Immune to occupation and redirection.

Pocket Dimension (Day) - If the targeted **Blue Dragon** member dies tonight, delay it for 2 nights & learn this. Can self target, but can not delay a delayed death. 2 uses

Time Warp (Night) - The targeted player will be redirected to whoever they chose the previous night. If that results in an impossible action, occupy them instead. Infinite uses

Distort Reality (Night) - If target player is bleeding, the bleeding will kill them tonight. 2 uses 🏰

Paradox (Call to Arms | Night) - For the rest of the game, your target will be redirected to whoever you target at night. 2 uses

Defeat the Unseen.

The Court Sorceress

Blue Dragon Support

Ice Rune (Day) - Gain an **Ice Rune**. Infinite uses

Air Rune (Day) - Gain an **Air Rune**. Infinite uses

Elemental Flux (Night) - Choose up to two players and use one of the recipes below. If you do not have the required amount of **Runes**, your ability will fail. You only visit your first target. Can target self. Infinite uses

Recipe	Cost	Ability
Light Breeze	0 Runes	Your first target will believe they were redirected tonight, if they receive investigative feedback.
Icy Veins	1 Ice Rune	Occupy any Unseen Killer classes or factional kills targeting your target tonight.

Ice Ward	2 Ice Runes	Prevent all other players from visiting your first target tonight. You can't use this ability and the factional kill on the same player.
Trade winds	1 Air Rune	Choose 0-2 players; your target will appear to visit these players tonight and no one else.
Clear Mind	2 Air Runes	Your first target will appear as a class of your choice to investigations tonight.
Blizzard	1 Ice Rune + 1 Air Rune	Tomorrow night, protective actions will fail on the targeted player. Your target will learn they were wounded.

Overcharge (Call to Arms | Night) - You will have infinite Runes until the end of the next night. Can be used alongside **Elemental Flux**. 1 use

Defeat the Unseen.

The Squire

Blue Dragon Support

Defensive Training (Passive) - You appear as **The Page** to investigations until after the third night or you change classes. This passive does not apply the night you change classes.

Take up the Mantle (Night) - Choose a dead non-unique **Unseen** class. You will become the **Blue Dragon** convert of this class (even if occupied) & may take a night action from this class. 1 use

Rising Star (Night | Call to Arms) - You will become **Heroine** immediately (even if occupied) & may take a night action as it. If alive, the current **Heroine** becomes **The Squire** (even if occupied).

Defeat the Unseen.

The Princess

Blue Dragon Investigative

Royal Blood (Passive) - Each election vote for you in a King Election counts as 2.

Contrived Discourse (Day) - Prevent all investigations targeting your target tonight. - 1 use

Snoop (Day) - Determine whether or not the targeted player has 2 or more uses of their limited use abilities remaining at the end of the night. - 2 uses

Flirt (Night) - Learn a player's class type. - Infinite uses

Light Wisp (Night | Call to Arms) - All members of the **Blue Dragon** will appear as members of the **Unseen** tonight, may choose a class type to appear as to investigations, and may choose up to 2 players to appear to visit. - 2 uses

Defeat the Unseen.

The Observer

Blue Dragon Investigative

Little Bird (Day) - At the end of the night, informs you if your target leaves their room tonight. - 2 uses

Blue Bird (Day) - At the end of the night, informs you of the number of day abilities used today (including this one). - 2 uses

Observe (Night) - Determine who the targeted player visits, and who visits them tonight. Infinite uses

Homing Pigeon (Call to Arms | Night) - Set a pigeon to hone in on a player. For the rest of the game, including this night, you'll see which players they visit and who visits them every night. 2 uses

Defeat the Unseen.

The Maid

Blue Dragon Investigative

Nosy Servants (Day) - Learn all players who visited a night killed player on the night they died. - 2 uses 🏰

Matchmake (Night) - Select two players and learn if their class type groupings match. If they're same class type, learn both their classes. If they're the same grouping, learn their class types. If not, learn they're a bad match. - Infinite uses
Housekeeping (Night | Call to Arms) - If your target dies tonight, you may choose what class and logs they leave behind. - 2 uses

Defeat the Unseen.

The Astrologer

Blue Dragon Investigative

End of the Journey (Passive) - If you die, you will flip as **The Heroine**. Other flip changing abilities take priority over this.

Tarot Card (Day) - At the end of the night, informs you of if the targeted player was occupied, redirected, or had their visit prevented, in order. If so, you'll learn who did it. 2 uses

Stellar Cross (Day) - At the end of the night, learn which Investigative classes visited the target **Blue Dragon** member tonight. Can target self. 1 use

Astrometry (Night) - Learn exactly which classes visit the target player tonight, including repeats. Infinite uses

Prophetic Vision (Call to Arms | Night) - Name 2 class types. You will learn precisely which **Unseen** classes are in play that are that class type, and how many of each exist. 1 use

Defeat the Unseen.

The Noble

Blue Dragon Social

Prestige (Passive) - You may not be the target of any ability while dead, nor may your role. If you spawn, then **The Judge** cannot be in play.

Royal Blood (Passive) - Each election vote for you for King Election counts as 2.

Judicial Authority (Passive) - Inherit abilities depending on your previous class. If you started as the **The Noble**, inherit from **The Judge**. These abilities are kept on class change (except when becoming King).

Gossip (Night) - Frame your target for tonight. You will also be informed if any of the following happen to them tonight: - Infinite uses

- Your target was successfully Investigated.
- Your target was successfully Occupied.
- Your target was successfully Redirected.

Indict (Night) - If target player is executed tomorrow and flips as a member of the **Unseen**, you will appear as a member of the **Unseen** for the rest of the game and gain passive death immunity, even on class change. - Infinite uses 🏰

Imperial Prosecution (Night | Call to Arms) - While your target is **Unseen**, nullify all votes they receive during King elections. If you nullify any **Unseen**-aligned votes for them to become King this way, they will die that night. - 1 use

Defeat the Unseen.

Judicial Authority Abilities

The Judge

Judicial Decree

Judicial Condemnation

Usurp - Take Throne (Night) - Dethrone the King, taking their place and replacing their role with their previous role before they became King. Promotions caused by their election are reverted; if they were the starting King, then they become the **Page**, **Squire** or **Apprentice** depending on which alignment they were. - 1 use 🏰

The Priest

Blue Dragon Social

Prestige (Passive) - You may not be the target of any ability while dead, nor may your role. If you spawn, then **The Blasphemer** cannot be in play.

Soul Protector (Passive) - If you started as **The Priest** or were converted from **The Blasphemer**, gain **Voices of the Damned**, **Will and Testament**, and **Screams of the Damned**. You may choose for your **Will and Testament** abilities to do nothing. These abilities are multitaskable.

Soul Control (Night) - Target a dead player who flipped **Unseen**. Use their primary (listed first) night action. You may target additional players, as the ability requires. Cannot be used on Killer classes. Each corpse may only be used once. - Infinite uses

Unleashed Spirit (Night | Call to Arms) - Target a dead player who flipped **Unseen**. Use their **Blue Dragon** convert class' Call to Arms night action. You may target additional players, as the ability requires. Cannot be used on Killer classes. Each corpse may only be used once, and is shared with Soul Control. - 1 use

Defeat the Unseen.

The Mystic

Blue Dragon Social

Prestige (Passive) - You may not be the target of any ability while dead, nor may your role.

Busy Mind (Passive) - **The Librarian** cannot be in play. You know if **The Illusionist** and **The Archivist** are in play. At the start of the game, choose a role from the list below and gain abilities from that role. Abilities gained this way may be multitasked.

Crystal Clarity (Night) - Frame target player for tonight. They will also received framed feedback from all investigative actions taken tonight. - Infinite use

World of Dreams (Call to Arms | Night) - You may choose a faction, a class type, and 1-2 players. For each one you chose, all players appear as it to all investigations tonight, and visiting the chosen players. You may additionally choose that all players have their visits hidden. - 1 use

Defeat the Unseen.

Busy Mind Abilities

The Illusionist

Mass Illusion

Mind Invasion

Private Matter

The Archivist

Repository

Archive

Service Courier

The Alchemist

Blue Dragon Special

Dabbling (Passive) - If you were converted from **The Sibyl** or started as **The Alchemist**, you have access to “Fated Deck” and “Major Arcana” abilities and have the effects of “Inaccurate Fortune” while using them, even if your class changes (except when becoming King). You know whether or not **The Sibyl** is in the game.

Brew Potion (Night) - Brew a potion for use tonight. Each potion must be used before the same one can be brewed again. Infinite uses

- Health Potion - Heal a player and cure any bleeding they were suffering from. If you target a member of the **Blue Dragon** with this ability, you may additionally disguise them as a class of your choice.
- Tar Potion - Occupy a player tonight and tomorrow. You are immune to occupation and redirection while using this.
- Truth Potion - Learn a player's alignment and class type.
- Molten Potion - Bleed a single non-**Blue Dragon** player visiting your target tonight. Their action will not be stopped.

Equivalent Exchange (Call to Arms | Night) - Use 3 potions tonight, without needing to brew any of them. You will only be seen visiting your first target. Does not change any cooldowns on Brew Potion. 2 uses

Defeat the Unseen and any neutrals that seek to do you harm.

Hand of Byzantium

The Duelist

Hand of Byzantium Killer

Royal Blood (Passive) - Each election vote for you for King Election counts as 2.

Schuld (Passive) - Immune to occupation and redirection. While there are at least 2 non-**Unseen** in the graveyard, you become **Furious** and learn this.

Oberhau (Day) - The target of the factional kill tonight will be mutilated beyond recognition, hiding their flip and logs. The **Hand of Byzantium** will learn their true flip and logs. - 1 use

Versetzen (Night) - Redirect the targeted player to yourself. If you are **Furious**, you are death immune tonight and bleed your target if you are attacked. - Infinite uses

Zornhau (Night) - The factional kill is guaranteed to succeed. Only usable if you are **Furious**. - 1 use

Defeat the Unseen.

The Thaumaturge

Hand of Byzantium Killer

Fatal Hex (Passive) - Your Sigils being activated can only kill players up to twice per game. If a Sigil activating would go over this limit, no Sigils will be activated that night. Your abilities only affect your own Sigils.

Sigil of Fire (Night) - Place a Sigil on target player, or move a Sigil from a player to another. If a player with a Sigil is occupied at night by a non-**Hand of Byzantium** source at any point in the future (except tonight), the Sigil will activate, killing them in an explosion. - Infinite uses

Sigil of Immolation (Night) - Remotely ignite target player with a Sigil, activating their Sigil without occupying them. - 1 use 🧨

Defeat the Unseen.

The Crusader

Hand of Byzantium Killer

Providence (Day) - Prevent all visitors to you tonight. - 1 use

Hand of God (Night) - Guards a target (does not protect them in any way). You will bleed a visitor to your target. You will not bleed members of the **Hand of Byzantium**. - Infinite uses 👑

Deus Vult (Night) - Fake bleed a player. Once, you may choose for this to be a real bleed. - 2 uses

Defeat the Unseen.

The Sentinel

Hand of Byzantium Offensive

Alertness (Passive) - Immune to occupation and redirection. **Hazard** disappears on class change. Your abilities only effect your own **Hazards** .

Code Red (Day) - Increase a player's **Hazard** by 1. - 1 use

Detain (Night) - Detain your target, raising their **Hazard** by 1. Then, perform an action based on their current **Hazard**, as listed below. - Infinite uses

- [1] - Remove any occupation or redirection immunity on your target tonight.
- [2] - Occupy your target. If they attempt to use an investigation tomorrow night, it will be occupied.
- [3] - Occupy your target for the rest of the game, bypassing immunities, while you are alive.

Curfew (Night) - Target two players. If both of their **Hazards** are at 1 or higher, redirect them to each other. You may not target the same players twice in a row, but you may target a player you targeted last night and a different player. - Infinite uses

Defeat the Unseen.

The Druid

Hand of Byzantium Offensive

Isolation (Passive) - You are immune to occupation and redirection at night.

Glyph of Toxin (Day) - Occupy the targeted player for the remainder of the day. 2 uses

Mass Decay (Day) - Tonight, players affected with **Lethargic** will be occupied if they target you or another player with **Lethargic** tonight. Players occupied this way lose **Lethargic**. 3 uses

Glyph of Lethargy (Night) - Inflict 2 target players with **Lethargic**. You may choose the same player twice & if so you will occupy them. Infinite uses

Grove's Blessing (Night) - Occupy everyone else visiting the chosen player tonight. Cannot be multitasked with the factional kill unless you are the last remaining member of your faction. 2 uses

Defeat the Unseen.

The Overseer

Hand of Byzantium Offensive

Relentless (Passive) - Immune to occupation and redirection in the night.

Overrule (Day) - Choose 2 players. If the first player uses a day ability today, redirect them to the second player, if possible... 2 uses

Blind Eye (Day) - Occupy the King tonight, bypassing their natural immunity. 1 uses

Order of Relocation (Night) - Choose 2 players. If the first player uses a night action tonight, it will be redirected to target the second player, if possible. You may choose yourself as the second player. Infinite uses

Defeat the Unseen.

The Surgeon

Hand of Byzantium Support

Self-Aid (Passive) - You are immune to bleeding.

Anti-Coagulant (Day) - If the targeted player starts bleeding today or tonight, the bleeding is incurable. 1 use 🏰

Surgery (Night) - Heal the targeted player, preventing them from dying tonight, and curing their bleeding. If another player protects them tonight, disable the effects of Surgery & all other sources of protection on them tonight. Infinite uses 🏰

Miracle Touch (Night) - Heal all members of the **Hand of Byzantium** tonight. 1 use

Defeat the Unseen.

The Bard

Hand of Byzantium Support

Aria (Day) - If a member of the **Hand of Byzantium** is executed today (including you), the factional kill may target 2 players tonight. 1 use

Allegro (Night) - Make the targeted player death immune tonight & hide their visits. Can target self. If you block an attack this way, gain a use of **Crescendo**. Infinite uses 🏰

Crescendo (Night) - If the targeted player is occupying, redirecting or attacking tonight, then they will bypass immunities, including granted ones. Whoever they kill will be mutilated beyond recognition, hiding their flip and logs. 1 use

Defeat the Unseen.

The Eccentric

Hand of Byzantium Offensive

Royal Blood (Passive) - Each election vote for you during King elections counts as 2.

Magus/Steam Mirror (Day) - Your target will believe they were redirected tonight, if they receive investigative feedback. 2 uses

Magus/Steam Field (Day) - All visitors to the targeted player will be redirected to themselves tonight. Redirected attacks will not kill their user. You can't use the factional kill on them tonight unless you're the only remaining member of your faction. 1 use

Magus/Steam Acid (Night) - If target player dies tonight, they will be mutilated beyond recognition, hiding their flip and logs. - 2 uses

Magus/Steam Golem (Night) - Tomorrow night, protective actions will fail on the

targeted player. Your target will learn they were wounded. You may not use this two nights in a row. 2 uses

Defeat the Unseen.

The Apprentice

Hand of Byzantium Support

Prodigy (Passive) - You are immune to death at night until you change classes. Upon changing class, you may choose a limited use ability with no capability of killing & gain an extra use of it.

Rigorous Studies (Night) - Choose a dead non-unique **Unseen** class. You will become the **Hand of Byzantium** convert of this class (even if occupied) & may take a night action from this class. 1 use

Defeat the Unseen.

The Actuary

Hand of Byzantium Investigative

Sharp Eyes (Day) - At the start of the night, determine if the targeted player used a day ability today, & if so, their class type. 2 uses

Notice to Detail (Day) - At the end of the night, determine the targeted player's class type. 2 uses

Inventory (Night) - Determine the total number of charges the target has on all of their limited usage abilities at the end of the night. Unlimited usage abilities count as 0. Infinite uses

Reclaim (Night) - Remove 1 charge from all of the target's limited use abilities. They do not learn their charges were stolen, even if their abilities say otherwise. 3 uses

Defeat the Unseen.

The Watchman

Hand of Byzantium Investigative

Tracking (Day) - At the end of the night, learn if the targeted player successfully visited anyone. 2 uses

Spotter (Day) - Assign a spotter to a player, informing you who visits them at night tonight. 1 use

Silent Stalking (Night) - Determine who the targeted player visits tonight, and who visits them. Infinite uses

Midnight Vigil (Night) - Choose a non-**Hand of Byzantium** role and learn who visits them tonight. If there are multiple of that role alive, you will learn separate sets for each, but not which is which. If there are none alive, you will learn no one. 2 uses

Defeat the Unseen.

The Socialite

Hand of Byzantium Investigative

Royal Blood (Passive) - Each election vote for you for King Election counts as 2.

The Woman Behind the Hand (Passive) - At any time, you may change how you appear to investigative abilities. This includes exact role (and associated attributes), who you visit (unless you are performing the factional kill), and ability usages.

Guest List (Day) - At the end of the night, you will learn how many factions visited target player tonight. - 4 uses

Social Links (Night) - Select two players and learn if their class type groupings match. You will learn both their classes if they are the same class type, a good match if they are from the same class type grouping, and no match if they are from different class type groupings. - Infinite uses

Faction Links (Night) - Target two players. You will learn a random alive **Neutral** role (not the King) that you do not already know exists; if possible, it will be one of theirs. - 2 uses

Defeat the Unseen.

The Governor

Hand of Byzantium Investigative

Kingmaker (Passive) - Your vote during King elections counts as three votes.

Certify (Day) - Each election vote for your target in King Election will count as 2 if they do not have **Royal Blood**. They may be detected by **Trace Lineage**. - 2 uses
Impartial Law (Day) - Learn which class types visit the target of your night abilities tonight. - 2 uses

Trace Lineage (Night) - Learn if your target has **Royal Blood**, and their exact class if they do. You will also learn if they were visited by anyone with **Royal Blood**.
- Infinite uses

Pull Strings (Night) - Secretly set your target's vote during King elections to 0 and frame them for tonight. **Trace Lineage** will no longer detect your target, if it was able. You may use this alongside **Trace Lineage**; you will not be seen visiting using this ability if so. - Infinite uses

Defeat the Unseen.

The Magistrate

Hand of Byzantium Social

Prestige (Passive) - You may not be the target of any ability while dead, nor may your role. If you spawn, then **The Judge** cannot be in play.

Royal Blood (Passive) - Each election vote for you for King Election counts as 2.

Influence and Affluence (Passive) - Whenever a **Condemned** player is killed during the day, you appear as a member of the **Unseen** for the following two nights, and you may decide that **Disenfranchise** removes occupation and redirection immunity from its target that night. The first time two players who are **Condemned** have died during the day this game, learn all in-play **Blue Dragon** roles (except the King). **Condemns** are kept on class change.

Judicial Decree (Day) - Target a player. After today's execution, the day will be extended by 24 hours to hold a second execution today, where only you or them can be voted. - 1 use

Judicial Condemnation (Day) - Target a player. All votes are reset; only you or them may be voted today. - 1 use, only usable in the first half of the day.

Disenfranchise (Night) - **Condemn** a player for execution and learn if any and which of these things happens to them tonight. - Infinite Uses 🏰

- Your target was successfully Investigated.
- Your target was successfully Occupied.
- Your target was successfully Redirected.

Impeach (Night) - Dethrone the King, taking their place and replacing their role with their previous role before they became King. Promotions caused by their

election are reverted; if they were the starting King, then they become the **Page**, **Squire** or **Apprentice** depending on which alignment they were. Keep this ability on class change. - 1 use 👑

Defeat the Unseen.

The Saint

Hand of Byzantium Social

Prestige (Passive) - You may not be the target of any ability while dead, nor may your role. If you spawn, then **The Blasphemer** cannot be in play.

Redeemer (Passive) - You inherit abilities depending on your previous class. If you started as **The Saint**, choose which set to inherit. These abilities may be multitasked and are kept on class change (except when becoming King).

Benevolence (Night) - Target a dead **Hand of Byzantium** member. Remove this ability from your classcard and add a limited use ability from theirs. You will have the same amount of uses as they had when they died. - 1 use, uses refunded on fail

Defeat the Unseen.

Redeemer Abilities

The Soulcatcher

Black Mercy

The Blasphemer

Voices of the Damned

Will and Testament - Infinite Grace (Passive) - Each night, dead chat and you may vote on an ability for you to perform (ability list is the same as Blasphemer). Your vote always wins ties, and you choose on whom. Each vote contributes a soul to that action. You may choose that any ability performed this way does nothing, or that it has the effect of a different ability on all targeted players. You will only be seen visiting the first player that you visit by this passive.

Screams of the Damned

The Librarian

Hand of Byzantium Social

Prestige (Passive) - You may not be the target of any ability while dead, nor may your role. You start knowing whether **The Illusionist** and **The Archivist** are in play.

Righteous Access (Passive) - **The Mystic** cannot be in play. You know if **The Illusionist** and **The Archivist** are in play. At the start of the game, choose a role from the list below and gain abilities from that role. Abilities gained this way may be multitasked.

Defender's Notes (Night) - Target a player. They will think anyone they learn information about is **Unseen**, a class type of your choice, and visiting a player of your choice. Additionally, if they are in the log network, you may replace their logbook with one of your writing if they die tonight. - Infinite uses

Shutdown (Night) - If target player dies tonight, choose what class they appear as and what logs they leave behind. - 1 use 🗑️

Defeat the Unseen.

Righteous Access Abilities

The Illusionist

Mass Illusion

Mind Invasion

Private Matter

The Archivist

Repository

Archive

Service Courier

The Fortune Teller

Hand of Byzantium Special

Prestige (Passive) - You may not be the target of any ability while dead, nor may your role. If you spawn, then **The Sibyl** cannot spawn.

Righteous Fortune (Passive) - If your ability is to be occupied, the card you deal will instead secretly do nothing.

Fated Deck (Day) - You may use Major Arcana twice tonight. If you do, you must choose one card to be fake; the fake card secretly does nothing. - 1 use

Minor Arcana (Night) - Draw one of the following cards for your own fate. It will take effect on its target. You may not draw the same card twice in a row.

- King of Wands: Learn target player's alignment and class type.

- King of Pentacles: Heal target player and cure their bleeding. You may choose a player for them to appear to visit, or their original target if none is chosen.
- King of Cups: Occupy target player. Any investigations they use tomorrow night will also be occupied. You are immune to occupation and redirection while using this.
- King of Swords: Make target player believe they started bleeding.

Major Arcana (Night) - Deal one of the following cards to your target. They may use it as if it were one of their own abilities (usable alongside other abilities). You may not deal the same card again until you have dealt 4 cards, nor may you target the same player twice. - Infinite uses

- **The Death (Day)** - Kill target player in broad daylight. You may not give out this card N1. Once you have dealt this card, it is removed from the rotation and you may not deal it again
- **The Judgement (Night)** - Learn target player's alignment. - 1 use
- **The Priestess (Night)** - Heal target player and yourself. - 1 use 👑
- **The World (Day)** - Occupy target player today and tonight. - 1 use

Neutrals

The Mage

Neutral Offensive

Light Magics (Passive) - You appear as a member of the **Blue Dragon** or **Hand of Byzantium** to investigations. You are immune to occupation and redirection at night.

Precognition (Day) - You will bypass occupation and redirection immunity tonight.
1 use

Dancing Lights (Day) - All protective abilities will have no effect tonight. Does not disable the curing of bleeds. 1 use

Mind Control (Night) - Choose 2 players. You will redirect your first target to the second target, if possible. You may choose yourself as the second target. You may choose the same player twice, and if so they're occupied instead. Infinite uses

Minor Illusion (Night) - Make target player and yourself appear as **Unseen** classes of your choice to investigations tonight. 2 uses

Defeat the Unseen.

The Angel

Neutral Social

Defiance (Passive) - Immune to death at night from 1 non-Unseen attack. You see the true nature of false flips. If you are alive when the 3rd **Unseen** is executed, you will leave the game.

Crystal Clarity (Day) - At the end of the night, learn the targeted player's alignment. Bypasses tailoring and framing effects. 1 use

Angelic Alteration (Night) - Frames the targeted player, causing them to appear as the **Heroine** or a **Hand of Byzantium** Killer class, and visiting the factional kill target. Infinite uses

Boon of the Gods (Night) - If the targeted player is executed tomorrow, they will appear as a class of your choice. 1 use

Ensure that 3 or more Unseen players are executed or survive to see the Unseen lose.


The Senex

Neutral Support

Mentorship (Passive) - On the first day, choose a player to be your pupil. This can not be the King, and if you do not choose anyone it will be randomized.

Sage Advice (Passive) - You appear to be the same faction as your pupil to investigations. If your pupil wins, you will leave the game. If they mechanically cannot win, you die.

Guidance (Day) - Your pupil will be immune to occupation and redirection tonight. 2 uses

Herbal Remedy (Night) - Heals the targeted player, preventing them from dying tonight & curing their bleeding. They will also not be seen visiting tonight, and will appear as **Unseen** to investigative checks. Can not choose the same player twice in a row. Infinite uses 

Ancient Tonic (Night) - Grant the targeted player death immunity for the night, and allow them to bypass all immunities (except conversion) tonight. 1 use

Ensure your pupil wins the game at all costs.

The Crone

Neutral Social

Reclusive (Passive) - Immune to death at night once. Once you achieve your win condition, you will leave the game.

Malicious (Passive) - If you are occupied during the day while using **Grudge**, the target will still be marked if possible.

Grudge (Day) - Marks a player as a target & you will learn their class type. If they're not **Unseen**, learn this instead of marking them. Can only be used in the first half of the day. Infinite uses

Haunt (Night) - Frames the targeted player, causing them to appear as a **Blue Dragon** or **Hand of Byzantium** Killer class, and visiting the factional kill target. Infinite uses

Nightmare (Night) - If your target uses an investigative ability tonight, they will receive framed feedback. 2 uses

See 2 marked targets publicly executed.

The Mercenary

Neutral Support

Failure (Passive) - If both of your targets die, you also die.

Don Armor (Day) - You will be death immune tonight. 1 use

Savior (Day) - If one of your targets is executed today, you are instead. 1 use

Stand Guard (Night) - Prevent all non-conversion visits to one of your targets tonight. 3 uses 🏰

Ensure at least 1 of your targets is alive at the end of the game. They are [x] and [x].

Your targets must be non-unique **Unseen**, starting members of the **Blue Dragon** or **Hand of Byzantium**, the **Mage**, or the **Insurgent**.

The Insurgent

Neutral Social

Adversity (Passive) - You are immune to death at night, once, but only while the Starting King lives. If the Starting King dies and was **The Corrupted King**, you appear as a member of the **Blue Dragon** or **Hand of Byzantium** from now on.

Sabotage (Day) - Occupy the King tonight, bypassing their natural immunity. 1 uses

Shelter (Night) - Heal and occupy the targeted player. They will appear as **Unseen** to faction checks. - Infinite uses

Final Uprising (Night) - Usable on Night 3 or later. Attack the King. If they die, you'll start bleeding and will die the next night. - 1 use 🏰

Ensure the starting King's faction loses at all costs.

The Strigoi

Neutral Offensive

Blood Sucker (Passive) - You and anyone you infect with Vampirism have the following passive. You will always know who is infected.

Vampirism (Passive) - You appear as a Neutral and a Killer to investigative abilities. You will not appear to visit anyone during the night.

No Pulse (Passive) - Immune to occupation and redirection.

Mist Form (Day) - All visits to you will be prevented this coming night - 2 uses

Blood Frenzy (Day) - All players under the effect of Vampirism will receive the benefits of No Pulse and will be healed if you successfully use Vampiric Bite. - 1 use

Vampiric Bite (Night) - Bites a player, infecting them with Vampirism, preventing healing on them tonight, and occupying them tonight. Infinite uses

Ensure at least half of the living remainder of the Court is infected with Vampirism by the end of the game. If all living players are infected with Vampirism, you leave the game victorious.


The Headhunter

Neutral Investigative

On the Hunt (Passive) - You know 1 in-play **Unseen** class that is not **Duke** or **Marshal**. If you complete your win condition, you will leave the game. If you shoot the wrong player or all remaining targets die, you die.

Relentless (Passive) - If all players with your target role die at night, gain a new target role, unless it is past N2. Your day abilities cannot be prevented.

Camouflage (Day) - Your targets gain death immunity tonight. 2 uses

Snipe (Day) - Kills a player in broad daylight. 1 use 

Pinpoint (Night) - Determine the targeted player's class type. Infinite uses

Stalk the Prey (Night) - Determine who your targeted player visits tonight, and who visits them. Infinite uses

Kill a player who started as your target class with Snipe.

The Viscount

Neutral Social

Megalomaniac (Passive) - You have **Royal Blood**. You are immune to death at night from the first attack against you.

Green-Eyed Monster (Passive) - You have access to the following effects:


- 2 members of the **Unseen** who are not the **Duke** or **Marshal** are assigned to you as your Protoges. You know their classes. If they are crowned as King while you are alive, their win condition becomes *Defeat the Unseen* unless they've been converted.
- If any of your win conditions are completed, you will leave the game. If you outlived all other Royals, then all members of the **Blue Dragon** or **Hand of Byzantium** have **Royal Blood** from now on, but do not appear to have it.
- On the first day, choose an **Unseen** class with Royal Blood that is not **Duke** nor prestige to gain their first day and night abilities, as well as their non-Royal Blood passives.
- You crown into **The Decadent King** rather than **The Elected King**.

Usurper's Negotiations (Day) - Send a message of up to 1000 characters to the targeted player. They will not receive it if they are a member of the **Unseen**. 2 uses

Misdirect (Day) - Occupy the King tonight, bypassing their natural immunity. 1 use



Interlopers (Night) - Determine if the targeted player started with **Royal Blood**. Infinite uses

Death Writ (Night) - Kill a player. The 1st time you kill a player with **Royal Blood**, gain another use of this ability. You may not kill the King on Night 1. - 1 use 

Become King for a day, have a non-Unseen Protege King or Neutral King win, or survive to see all other players who started with Royal Blood die.


Kings

The Corrupted King

Unseen Special

Pass the Torch (Passive) - If you die, there will be a vote held to crown the next King. If you are executed for treason, all players lose the **Royal Blood** passive.

Head of State (Passive) - You have access to the following effects:

- You are immune to occupation and redirection.
- If the day ends in a tie & you are voting one of the tied players, they will always be executed.
- You cannot be targeted or detected by abilities without a  & your abilities do not count as visits.

Kingly Archetypes (Passive) - At the start of the game, the host will assign you a Kingly Archetype from the following list that grants you extra abilities.

Inquisitive King

- **Royal Records (Passive)** - You start knowing 2 players who have either Royal Blood or Prestige.
- **Royal Spotter (Night)** - Learn the class type of a single player that visited your target, but not who. - Infinite uses
- **Royal Detective (Night)** - Learn if your target successfully investigates, occupies, or redirects anyone. - Infinite uses

Warmonger King

- **Smear Campaign (Day)** - Tonight, all healing will fail on **Wanted** players. - 2 uses
- **Public Enemy No. 1 (Night)** - Target a player to make them **Wanted**. - Infinite uses
- **Secret Execution (Night)** - Either target a **Wanted** player and kill them, or bleed all **Wanted** players, then remove every **Wanted** status. - 1 use

Paranoid King

- **Guards Everywhere (Passive)** - Your night actions grant death immunity to your target for the night.
- **Royal Advisers (Night)** - Make a player immune to conversion for the night. You may not use this two nights in a row. - Infinite uses
- **Lock Room (Night)** - Occupy target player. - 2 uses

Grand Trial (Day) - Put a player on trial, lasting 24 hours & possibly extending day. All other players may vote to pardon or execute them, and if executed the day ends. 1 use

Sword of Damocles (Day) - Publicly choose a player. If the day ends and no one was voted by majority, they are executed. Must be used within the 1st 24 hours of the day. 1 use


Defeat the Blue Dragon or Hand of Byzantium.

The Righteous King

Blue Dragon Special

Pass the Torch (Passive) - If you die, there will be a vote held to crown the next King.

Head of State (Passive) - You have access to the following effects:

- You are immune to occupation and redirection.
- If the day ends in a tie & you are voting one of the tied players, they will always be executed.
- You cannot be targeted or detected by abilities without a  & your abilities do not count as visits.
- Your death does not count towards disabling conversion, unless it is specified to by an ability.

Kingly Archetypes (Passive) - At the start of the game, the host will assign you a Kingly Archetype from the following list that grants you extra abilities.

Inquisitive King

- **Royal Records (Passive)** - You start knowing 2 players who have either Royal Blood or Prestige, their factions, and their class types. If you target a member of the **Blue Dragon**, you will join their scumchat, and when you die it will trigger the conversion cooldown as normal.
- **Royal Spotter (Night)** - Learn the class type of a single player that visited your target, but not who. - Infinite uses

- **Royal Detective (Night)** - Learn if your target successfully investigates, occupies, or redirects anyone. - Infinite uses

Warmonger King

- **Smear Campaign (Day)** - Tonight, all healing will fail on **Wanted** players. If you die today or tonight, then your death will trigger the conversion cooldown as normal. - 2 uses
- **Public Enemy No. 1 (Night)** - Target a player to make them **Wanted**. - Infinite uses
- **Secret Execution (Night)** - Either target a **Wanted** player and kill them, or bleed all **Wanted** players, then remove every **Wanted** status. - 1 use

Paranoid King

- **Guards Everywhere (Passive)** - Your night actions grant death immunity to your target for the night. If you successfully prevent a conversion, notify all members of the **Blue Dragon** that they may act twice the following night. This includes the factional kill, but not conversion.
- **Royal Advisers (Night)** - Make a player immune to conversion for the night. You may not use this two nights in a row. - Infinite uses
- **Lock Room (Night)** - Occupy target player. - 2 uses

Grand Trial (Day) - Put a player on trial, lasting 24 hours & possibly extending day. All other players may vote to pardon or execute them, and if executed the day ends. 1 use

Sword of Damocles (Day) - Publicly choose a player. If the day ends and no one was voted by majority, they are executed. Must be used within the 1st 24 hours of the day. 1 use

Defeat the Unseen.

The Purified King

Hand of Byzantium Special

Pass the Torch (Passive) - If you die, there will be a vote held to crown the next King.

Head of State (Passive) - You have access to the following effects:

- You are immune to occupation and redirection.

- If the day ends in a tie & you are voting one of the tied players, they will always be executed.
- You cannot be targeted or detected by abilities without a 👑 & your abilities do not count as visits.
- Your death does not count towards disabling conversion, unless it is specified to by an ability.

Kingly Archetypes (Passive) - At the start of the game, the host will assign you a Kingly Archetype from the following list that grants you extra abilities.

Inquisitive King

- **Royal Records (Passive)** - You start knowing 2 players who have either Royal Blood or Prestige, their factions, and their class types. If you target a member of the **Hand of Byzantium**, you will join their scumchat, and when you die it will trigger the conversion cooldown as normal.
- **Royal Spotter (Night)** - Learn the class type of a single player that visited your target, but not who. - Infinite uses
- **Royal Detective (Night)** - Learn if your target successfully investigates, occupies, or redirects anyone. - Infinite uses

Warmonger King

- **Smear Campaign (Day)** - Tonight, all healing will fail on **Wanted** players. If you die today or tonight, then your death will trigger the conversion cooldown as normal. - 2 uses
- **Public Enemy No. 1 (Night)** - Target a player to make them **Wanted**. - Infinite uses
- **Secret Execution (Night)** - Either target a **Wanted** player and kill them, or bleed all **Wanted** players, then remove every **Wanted** status. - 1 use

Paranoid King

- **Guards Everywhere (Passive)** - Your night actions grant death immunity to your target for the night. If you successfully prevent a conversion, notify all members of the **Hand of Byzantium** that they may act twice the following night. This includes the factional kill, but not conversion.
- **Royal Advisers (Night)** - Make a player immune to conversion for the night. You may not use this two nights in a row. - Infinite uses
- **Lock Room (Night)** - Occupy target player. - 2 uses

Grand Trial (Day) - Put a player on trial, lasting 24 hours & possibly extending day. All other players may vote to pardon or execute them, and if executed the day ends. 1 use

Sword of Damocles (Day) - Publicly choose a player. If the day ends and no one was voted by majority, they are executed. Must be used within the 1st 24 hours of the day. 1 use


Defeat the Unseen.

The Elected King

Faction Special

Pass the Torch (Passive) - If you die, there will be a vote held to crown the next King.

Head of State (Passive) - You have access to the following effects:

- You are immune to occupation and redirection.
- If the day ends in a tie & you are voting one of the tied players, they will always be executed.
- You cannot be targeted or detected by abilities without a  & your abilities do not count as visits.
- If you had Royal Blood or were a neutral, you keep your previous class and have this class in addition to it. If you had Prestige, you have only this class. If you had neither, you keep your primary (listed first) night ability and no others. If you had both Prestige and Royal Blood, you keep your previous class and have this class in addition to it.
- If you were the **Heroine**, you keep **Eliminate** and no factional kill is unlocked until you die.
- You may only perform any applicable factional kills if you are the last member of your faction alive.


Grand Trial (Day) - Put a player on trial, lasting 24 hours & possibly extending day. All other players may vote to pardon or execute them, and if executed the day ends. 1 use

Sword of Damocles (Day) - Publicly choose a player. If the day ends and no one was voted by majority, they are executed. Must be used within the 1st 24 hours of the day. 1 use

Your win condition is the same as your previous role's.

The Decadent King

Neutral Special

Inept Government (Passive) - If the day ends in a tie & you are voting one of the tied players, they will always be executed. You are immune to occupation & redirection. You cannot be targeted or detected by abilities without a .

End of a Dynasty (Passive) - If you die, there will be a vote held to crown the next King. If you complete your win condition, the following happens:

- You will leave the game.
- All members of the **Unseen** will be unable to take an action tonight, including the **Duke**.
- All attacks will bypass protections on members of the **Unseen** tonight.
- There will be no more King elections for the rest of the game.

Grand Trial (Day) - Put a player on trial, lasting 24 hours & possibly extending day. All other players may vote to pardon or execute them, and if executed the day ends. 1 use

Sword of Damocles (Day) - Publicly choose a player. If the day ends and no one was voted by majority, they are executed. Must be used within the 1st 24 hours of the day. 1 use

Survive until the end of the day.