

# Knight

You start knowing 2 players that are not the Demon.



### Librarian

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



### Pixie

You start knowing 1 in-play Townsfolk.

If you were mad that you were this character, you gain their ability when they die.



### **Town Crier**

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



### Oracle

Each night\*, you learn how many dead players are evil.



### Empath

Each night, you learn how many of your 2 alive neighbours are evil.



### Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Each day, privately guess what it is: you learn how accurate you are.

You do not know what your ability is.



#### Farmer

Fortune Teller

Fisherman

Cannibal

Amnesiac

Each night, choose 2 players:

you learn if either is a Demon.

Once per game, during the day, visit the Storyteller for some advice

If they are evil, you are poisoned

until a good player dies by execution.

to help your team win.

There is a good player that registers as a Demon to you.

You have the ability of the recently killed executee.

If you die at night, an alive good player becomes a Farmer.



### Magician

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



### Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



# Recluse

You might register as evil & as a Minion or Demon, even if dead.



# Plague Doctor

If you die, the Storyteller gains a Minion ability.



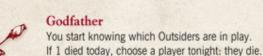
### Mutant

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



### Mezepheles

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



[-1 or +1 Outsider]



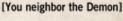
# Poisoner

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



### Marionette

You think you are a good character but you are not.
The Demon knows who you are.





### No Dashii

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



#### Imn

Each night\*, choose a player: they die.

If you kill yourself this way,
a Minion becomes the Imp.



### Vigormortis

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



#### Lleech

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.