

### Librarian

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



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



## Empath

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



## Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



#### Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



#### General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



## Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



# Drunk

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



## Saint

If you die by execution, your team loses.



## Mutant

Mayor

your team wins.

Exorcist

Savant

Courtier

Artist

Each night\*, choose a player (different to last night):

the Demon, if chosen, learns who you are

Each day, you may visit the Storyteller

they are drunk for 3 nights & 3 days.

Once per game, during the day,

If they are evil, you are poisoned

until a good player dies by execution.

If only 3 players live & no execution occurs,

If you die at night, another player might die instead.

Once per game, at night, choose a character:

privately ask the Storyteller any yes/no question.

You have the ability of the recently killed executee.

then doesn't wake tonight.

to learn two things in private: 1 is true & 1 is false.

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



### Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



#### Poisoner

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



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



# Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



### Scarlet Woman

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



Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



### Ojo

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



## Pukka

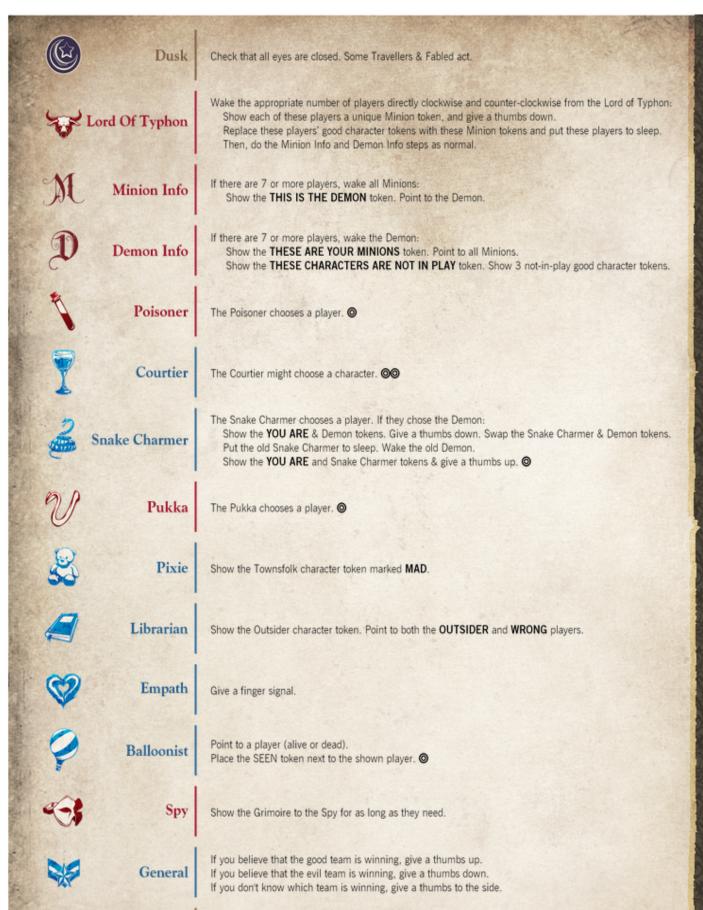
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



# Lord Of Typhon

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]





Dawn

Wait a few seconds. Call for eyes open.