

# Investigator

You start knowing that 1 of 2 players is a particular Minion.



### 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.



#### Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



## Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



# Snake Charmer

Sweetheart

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



#### Barber

Dreamer

Savant

Artist

Juggler On your 1st day,

Banshee

Mayor

your team wins.

1 of which is correct.

1 is true & 1 is false.

Each night, choose a player (not yourself or Travellers):

you learn 1 good and 1 evil character,

Each day, you may visit the Storyteller to learn two things in private:

Once per game, during the day,

privately ask the Storyteller any yes/no question.

That night, you learn how many you got correct.

publicly guess up to 5 players' characters.

If the Demon kills you, all players learn this.

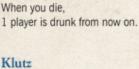
If only 3 players live & no execution occurs,

and vote twice per nomination.

From now on, you may nominate twice per day

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

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





When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



## Mutant

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



### Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



## Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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



Vizier 🛰

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



# No Dashii

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



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



## Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



# Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

