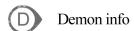
Deception TOWNSFOLK Clockmaker You start knowing how many steps from the Demon to its nearest Minion. Librarian You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.) **Pixie** You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die. Empath Each night, you learn how many of your 2 alive neighbors are evil. Fortune Teller Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you. Snake Charmer Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned. Each night*, you learn if a Demon voted today. Flowergirl Amnesiac You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are. Philosopher Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk. If you die at night, an alive good player becomes a Farmer. Farmer Magician The Demon thinks you are a Minion. Minions think you are a Demon. Ravenkeeper If you die at night, you are woken to choose a player: you learn their character. Cannibal You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution. **OUTSIDERS** Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment. Goon 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. Klutz When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses. Lunatic You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night. **MINIONS** Poisoner Each night, choose a player: they are poisoned tonight and tomorrow day. Pit-Hag Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary. You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon] Marionette Evil Twin You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live. **DEMONS** Imp 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] Fang Gu Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

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Poisoner









Librarian





















































