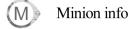
| —Deceit | and Deco | ridence v4———————————————————————————————————— |
|--|---------------|--|
| | Librarian | You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.) |
| | Pixie | You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die. |
| | General | Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither. |
| | King | Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are. |
| S | Snake Charmer | Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned. |
| | Cult Leader | Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins. |
| 9 | Amnesiac | You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are. |
| | Huntsman | Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel] |
| | Sage | If the Demon kills you, you learn that it is 1 of 2 players. |
| THE STATE OF THE S | Farmer | 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. |
| 1 | Ravenkeeper | If you die at night, you are woken to choose a player: you learn their character. |
| | Choirboy | If the Demon kills the King, you learn which player is the Demon. [+the King] |
| ļu s | | OUTSIDERS |
| | Mutant | If you are "mad" about being an Outsider, you might be executed. |
| | Damsel | All Minions know you are in play. If a Minion publicly guesses you (once), your team loses. |
| | Drunk | You do not know you are the Drunk. You think you are a Townsfolk character, but you are not. |
| F | Politician | If you were the player most responsible for your team losing, you change alignment & win, even if dead. |
| | | MINIONS |
| | Poisoner | Each night, choose a player: they are poisoned tonight and tomorrow day. |
| | Cerenovus | Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed. |
| | Baron | There are extra Outsiders in play. [+2 Outsiders] |
| 1 | Marionette | You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon] DEMONS |
| | Pukka | Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy. |

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

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

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]











Marionette



Poisoner



Snake Charmer



Cerenovus



Pukka



Pixie



Huntsman



Damsel



Amnesiac



Librarian



Cult Leader



General



Dawn



Deceit and Decadence v...





The Marionette does not learn that a Damsel is in play.



If the Marionette thinks that they are the Huntsman, the Damsel was added.





General



Cult Leader











































તા કાર્યા કામ કુલાવા કુલા કુલા કુલા તાલુકા તા