Awww aren't you a cute little tentacle monster v2-TOWNSFOLK Noble You start knowing 3 players, 1 and only 1 of which is evil. Investigator You start knowing that 1 of 2 players is a particular Minion. Bounty Hunter You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil] **Pixie** You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die. Each night, you learn how many of your 2 alive neighbors are evil. **Empath Balloonist** Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider] Dreamer Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct. Each night*, you learn if a Minion nominated today. Town Crier Savant Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false. 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. Alchemist You have a not-in-play Minion ability. Poppy Grower Minions & Demons do not know each other. If you die, they learn who each other are that night. **OUTSIDERS** Snitch Minions start knowing 3 not-in-play characters. 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. Recluse You might register as evil & as a Minion or Demon, even if dead. Mutant If you are "mad" about being an Outsider, you might be executed. Drunk You do not know you are the Drunk. You think you are a Townsfolk character, but you are not. **MINIONS** Poisoner Each night, choose a player: they are poisoned tonight and tomorrow day. Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed. Cerenovus Pit-Hag Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

Baron There are extra Outsiders in play. [+2 Outsiders]

Goblin If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies. Boomdandy

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

DEMONS





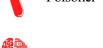






















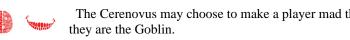












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If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.





















































The Cerenovus may choose to make a player mad that





















