Catfishing 9.0 **TOWNSFOLK** Investigator You start knowing that 1 of 2 players is a particular Minion. Chef You start knowing how many pairs of evil players there are. Grandmother You start knowing a good player & character. If the Demon kills them, you die too. **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): you learn 1 good & 1 evil character, 1 of which is correct. Each night, choose 2 players: you learn if either is a Demon. There is 1 good player that registers falsely to you. Fortune Teller Snake Charmer Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned. Each night\*, choose a player & guess their character: if you guess wrong, you die. Gambler Savant Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false. Philosopher Once per game, at night, choose a good character: become them. If you duplicate an in-play character, they are drunk. Ravenkeeper If you die at night, you are woken to choose a player: you learn their character. Amnesiac You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are. 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** Drunk You do not know you are the Drunk. You think you are a Townsfolk, but your ability malfunctions. Recluse You might register as evil & as a Minion or Demon, even if dead. Sweetheart If you die, 1 player is drunk from now on. Mutant If you are "mad" about being an Outsider, you might be executed. Lunatic You think you are a Demon, but your abilities malfunction. The Demon knows who you are & who you attack. **MINIONS** Godfather You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider] Widow On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play. Pit-Hag Each night\*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary. Once per game, at night\*, choose a player: they die, even if for some reason they could not. Assassin **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]

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

Fang Gu



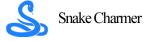


















Chef









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First Night

Catfishing 9.0











Grandmother























Gambler



Amnesiac



**Philosopher** 

