Steward

You start knowing I good player.



You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are



You start knowing I 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 neighbours are evil.



Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Snake Charmer

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



Town Crier

Each night*, you learn if a Minion nominated today.



Custom Script

Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.





Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



If you die at night, you are woken to choose a player: you learn their character.



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]





Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Pit-Hag

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

Each night*, choose a player & a character they become (if not-in-play). If a

Demon is made, deaths tonight are arbitrary.

you are. [You neighbour the Demon]

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



team loses. Drunk

You do not know you are the Drunk. You think you are a Townsfolk character,

All Minions know you are in play. If a Minion publicly guesses you (once), your



but you are not.



Each night, choose a player: they are poisoned tonight and tomorrow day.



Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.



Cerenovus

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



Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.



Fang Gu

Marionette

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

You think you are a good character but you are not. The Demon knows who



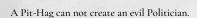




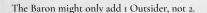
A Pit-Hag can not create a Heretic.













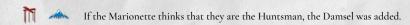


When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.





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



If the Lleech has poisoned the Heretic then the Lleech dies, the Heretic remains poisoned.