

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



Steward You start knowing 1 good player.



Pixie You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Cult Leader Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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.



High Priestess Each night, learn which player the Storyteller believes you should talk to most.



Exorcist Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Monk Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Undertaker Each night*, you learn which character died by execution today.



Juggler On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Nightwatchman Once per game, at night, choose a player: they learn who you are.



Artist Once per game, during the day, privately ask the Storyteller any yes/no question.



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

OUTSIDERS



Klutz When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Saint If you die by execution, your team loses.



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



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



Marionette

You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]



Scarlet Woman If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)



Spy Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

DEMONS



No Dashii Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Pukka Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



High Priestess

Dawn



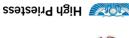
CHURCH OF SPIES



None available















Undertaker



Fortune Teller

Kavenkeeper



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Pukka



Exorcist



Scarlet Woman



Monk

Dusk





RECOMMENDED

TRAVELLERS

FABLEO

None available

None available