Harold Holt's Revenge-

**TOWNSFOLK** 

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

Investigator

You start knowing that 1 of 2 players is a particular Minion.

**Empath** Each night, you learn how many of your 2 alive neighbors are evil.

**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.

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



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



Slayer Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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.



Seamstress Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Magician The Demon thinks you are a Minion. Minions think you are a Demon.

**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.



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

Politician

Pit-Hag

Goblin

Marionette

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





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



Each night\*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.



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



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



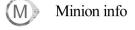
You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

**DEMONS** 



Leviathan If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.



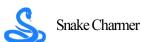






























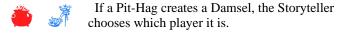


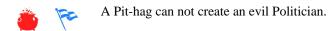


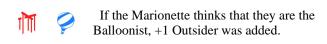


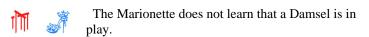
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The Cerenovus may choose to make a player mad that they are the Goblin.

























Town Crier









Amnesiac

Empath





Lunatic



















