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|------------------------------------------------------------------------------------|-----------------------|-----------------------------------------------------------------------------------------------------------------------------|
|    | <b>Librarian</b>      | You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)                                 |
|    | <b>Steward</b>        | You start knowing 1 good player.                                                                                            |
|    | <b>Pixie</b>          | You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.  |
|    | <b>Cult Leader</b>    | Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.   |
|    | <b>Fortune Teller</b> | Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.      |
|    | <b>High Priestess</b> | Each night, learn which player the Storyteller believes you should talk to most.                                            |
|    | <b>Exorcist</b>       | Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight. |
|    | <b>Monk</b>           | Each night*, choose a player (not yourself): they are safe from the Demon tonight.                                          |
|    | <b>Undertaker</b>     | Each night*, you learn which character died by execution today.                                                             |
|    | <b>Juggler</b>        | On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.                |
|    | <b>Nightwatchman</b>  | Once per game, at night, choose a player: they learn who you are.                                                           |
|   | <b>Artist</b>         | Once per game, during the day, privately ask the Storyteller any yes/no question.                                           |
|  | <b>Ravenkeeper</b>    | If you die at night, you are woken to choose a player: you learn their character.                                           |

OUTSIDERS

|                                                                                    |               |                                                                                                  |
|------------------------------------------------------------------------------------|---------------|--------------------------------------------------------------------------------------------------|
|  | <b>Klutz</b>  | When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses. |
|  | <b>Saint</b>  | If you die by execution, your team loses.                                                        |
|  | <b>Mutant</b> | If you are "mad" about being an Outsider, you might be executed.                                 |
|  | <b>Drunk</b>  | You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.     |

MINIONS

|                                                                                    |                      |                                                                                                            |
|------------------------------------------------------------------------------------|----------------------|------------------------------------------------------------------------------------------------------------|
|  | <b>Baron</b>         | There are extra Outsiders in play. [+2 Outsiders]                                                          |
|  | <b>Marionette</b>    | You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon] |
|  | <b>Scarlet Woman</b> | If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)     |
|  | <b>Spy</b>           | Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.   |

DEMONS

|                                                                                    |                  |                                                                                                           |
|------------------------------------------------------------------------------------|------------------|-----------------------------------------------------------------------------------------------------------|
|  | <b>No Dashii</b> | Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.                          |
|  | <b>Po</b>        | Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight. |
|  | <b>Pukka</b>     | Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy. |