

## TOWNSFOLK



### Noble

You start knowing 3 players, 1 and only 1 of which is evil.



### Pixie

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



### Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



### Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



### 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.



### Oracle

Each night\*, you learn how many dead players are evil.



### Slayer

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



### Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



### Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



### Seamstress

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



### Huntsman

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



### Ravenkeeper

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



### 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



### 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.



### Drunk

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



### Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



### Klutz

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

## MINIONS



### Cerenovus

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



### Baron

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



### Scarlet Woman

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



### Marionette

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

## DEMONS



### No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



### Imp

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



### Fang Gu

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



If the Marionette thinks that they are the Balloonist, +1 Outsider was added.



If the Marionette thinks that they are the Huntsman, the Damsel was added.



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



If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.