

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



Chef You start knowing how many pairs of evil players there are.



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



**Bounty Hunter** You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



**Balloonist** Each night, you learn a player of a different character type than last night. [+0 or +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.



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



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



**A**mnesiac You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



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



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 a Damsel is in play. If a Minion publicly guesses you (once), your team loses.



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



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

MINIONS



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



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



Goblin 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]

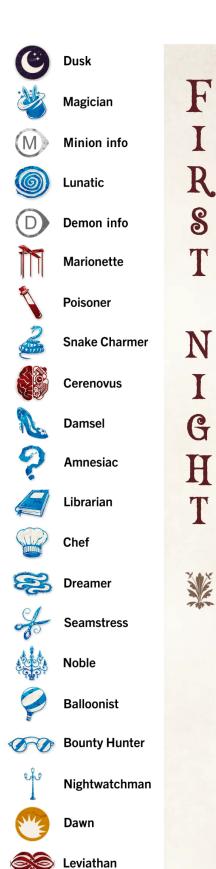
**DEMONS** 



Leviathan

Marionette

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



## UNHOLIER THAN THOU



## JINXES



8



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





If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.





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











Nightwatchman



**Bonnty Hunter** 



Balloonist



Seamstress



Town Crier



Dreamer



Amnesiac



Damsel



Lunatic



Cerenovus



Snake Charmer



Poisoner

Dusk



## RECOMMENDED



TRAVELLERS

**FABLEO** 

None available

None available