



















	<b>Gossip</b>	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	<b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>Artist</b>	Once per game, during the day, privately ask the Storyteller any yes/no question.
	<b>Fisherman</b>	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Soldier</b>	You are safe from the Demon.
	<b>Fool</b>	The 1st time you die, you don't.
	<b>Farmer</b>	When you die at night, an alive good player becomes a Farmer.
	<b>Virgin</b>	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	<b>Poppy Grower</b>	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	<b>Minstrel</b>	When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.




## OUTSIDERS

	<b>Saint</b>	If you die by execution, your team loses.
	<b>Sweetheart</b>	When you die, 1 player is drunk from now on.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<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>Goblin</b>	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	<b>Mastermind</b>	If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.
	<b>Evil Twin</b>	You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

## DEMONS

	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Po</b>	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.
	<b>Zombuul</b>	Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Dusk



Poppy Grower



Minion info



Demon info



Evil Twin



Dawn

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I  
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S  
T

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# INSOMNIA



## JINXES

None available



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O

# RECOMMENDED



## TRAVELLERS

None available

## FABLED

None available

- Dusk
- Poppy Grower
- Scarlet Woman
- Imp
- Zombuul
- Po
- Gossip
- Sweetheart
- Farmer
- Dawn