






















TOWNSFOLK

	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	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.
	Flowergirl	Each night*, you learn if a Demon voted today.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



OUTSIDERS

	Damsel	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.
	Snitch	Each Minion gets 3 bluffs.
	Puzzlemaster	1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS

	Vizier	All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.
	Psychopath	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Evil Twin	You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMONS

	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

-  Dusk
-  Poppy Grower
-  Minion info
-  Snitch
-  Demon info
-  Lil' Monsta
-  Snake Charmer
-  Evil Twin
-  Huntsman
-  Damsel
-  Empath
-  Fortune Teller
-  Dreamer
-  Village Idiot
-  Dawn
-  Vizier

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OUTED EVIL

JINXES



If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.



The Vizier can die by execution if they are babysitting Lil' Monsta.

RECOMMENDED

TRAVELLERS

None available

FABLED



Sentinel

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Dawn



Village Idiot



Juggler



Flowergirl



Dreamer



Fortune Teller



Empath



Ravenkeeper



Damsel



Huntsman



Lil' Monsta



Vortex



Snake Charmer



Gambler



Innkeeper



Poppy Grower



Dusk

