



















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




OUTSIDERS

	Saint	If you die by execution, your team loses.
	Sweetheart	When you die, 1 player is drunk from now on.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS

	Baron	There are extra Outsiders in play. [+2 Outsiders]
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Mastermind	If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.
	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

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Po	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.
	Zombuul	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

F
I
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S
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N
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G
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T



INSOMNIA



JINXES

None available



S
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RECOMMENDED



TRAVELLERS

None available

FABLED

None available

Dawn



Farmer



Sweetheart



Gossip



Po



Zombuul



Imp



Scarlet Woman



Poppy Grower



Dusk

