






















TOwnSFOLK

	<b>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	<b>Alchemist</b>	You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.
	<b>Bounty Hunter</b>	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Cult Leader</b>	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	<b>Gambler</b>	Each night*, choose a player & guess their character: if you guess wrong, you die.
	<b>Gossip</b>	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	<b>Lycanthrope</b>	Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.
	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Poppy Grower</b>	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Snake Charmer</b>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	<b>Virgin</b>	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.





OUTSIDERS

	<b>Golem</b>	You may only nominate once per game. When you do, if the nominee is not the Demon, they die.
	<b>Klutz</b>	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	<b>Moonchild</b>	When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.
	<b>Tinker</b>	You might die at any time.

MINIONS

	<b>Assassin</b>	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	<b>Boomdandy</b>	If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.
	<b>Fearmonger</b>	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	<b>Psychopath</b>	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMONS

	<b>Al-Hadikhia</b>	Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.
	<b>Po</b>	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.
	<b>Riot</b>	On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.
	<b>Shabaloth</b>	Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Dusk



Alchemist



Poppy Grower



Minion info



Demon info



Snake Charmer



Fearmonger



Amnesiac



Noble



Bounty Hunter



Cult Leader



Dawn

FIRST NIGHT



## KABOOM



### JINXES



If the Cannibal eats the Poppy Grower, then dies or loses the Poppy Grower ability, the Demon and Minions learn each other that night.

## RECOMMENDED

### TRAVELLERS

None available

### FABLED



Doomsayer



Sentinel



Storm Catcher

STHGIN TO



Dawn



Cult Leader



Bounty Hunter



Moonchild



Tinker



Amnesiac



Gossip



Assassin



Al-Hadikhia



Po



Shabalo



Lycanthrope



Fearmonger



Snake Charmer



Gambler



Poppy Grower



Dusk

