

Alchemist You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



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



Pixie You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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]



Empath Each night, you learn how many of your 2 alive neighbors are evil.



Snake Charmer Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



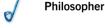
Gossip Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



Artist Once per game, during the day, privately ask the Storyteller any yes/no question.



Goon

Damsel

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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.

OUTSIDERS



Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Mutant If you are "mad" about being an Outsider, you might be executed.



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



Drunk You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS



Godfather You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



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



Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



Goblin If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Boomdandy 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.

OFMONS



Lil' Monsta

Fearmonger

Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Vortox Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Balloonist

Dawn

Bounty Hunter

NO_ROLES_BARRED



JINXES





If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.





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.

















Amnesiac



Damsel



Huntsman



disson



Godfather



Lil' Monsta



Vortox

Legion





Fearmonger



Poisoner



Poppy Grower



Philosopher



RECOMMENDED



TRAVELLERS

FABLEO

None available

None available