


















# NO ROLES BARRED






## TOWNSFOLK

	<b>Alchemist</b>	You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.
	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Pixie</b>	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	<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>Ballooner</b>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbors are evil.
	<b>Snake Charmer</b>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	<b>Gossip</b>	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	<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>Artist</b>	Once per game, during the day, privately ask the Storyteller any yes/no question.
	<b>Philosopher</b>	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	<b>Huntsman</b>	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	<b>Poppy Grower</b>	Minions & Demons do not know each other. If you die, they learn who each other are that night.




## OUTSIDERS

	<b>Goon</b>	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	<b>Mutant</b>	If you are "mad" about being an Outsider, you might be executed.
	<b>Damsel</b>	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

## MINIONS

	<b>Godfather</b>	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<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>Goblin</b>	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	<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.

## DEMONS

	<b>Lil' Monsta</b>	Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]
	<b>Legion</b>	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]
	<b>Vortex</b>	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Dusk



Philosopher



Alchemist



Poppy Grower



Minion info



Demon info



Lil' Monsta



Poisoner



Snake Charmer



Godfather



Fearmonger



Pixie



Huntsman



Damsel



Amnesiac



Empath



Noble



Balloonist



Bounty Hunter



Dawn

FIRST

NIGHT



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### 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.



STHGIN

## RECOMMENDED



### TRAVELLERS

None available

### FABLED

None available

Dawn



Bounty Hunter



Balloonist



Empath



Amnesiac



Damsel



Huntsman



Gossip



Godfather



Lil' Monsta



Vortex



Legion



Fearmonger



Snake Charmer



Poisoner



Poppy Grower



Philosopher



Dusk

