



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



**Librarian** You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



**High Priestess** Each night, learn which player the Storyteller believes you should talk to most.



**Balloonist** Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



Chambermaid Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



**Town Crier** Each night\*, you learn if a Minion nominated today.



**Undertaker** Each night\*, you learn which character died by execution today.



**Seamstress** Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



**Fisherman** Once per game, during the day, visit the Storyteller for some advice to help your team win.



**Ravenkeeper** If you die at night, you are woken to choose a player: you learn their character.



**Magician** The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDERS



**Recluse** You might register as evil & as a Minion or Demon, even if dead.



Barber If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



**Politician** If you were the player most responsible for your team losing, you change alignment & win, even if dead.



**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.

MINIONS



Spy Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Harpy

Fearmonger

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



**Xaan** On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

**DEMONS** 



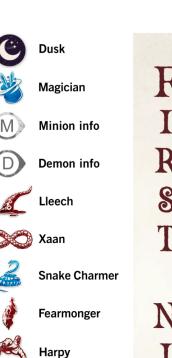
**No Dashii** Each night\*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



p Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Lleech Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



**Pixie** 

Librarian

**Seamstress** 

Noble

Spy

High Priestess

Dawn

Chambermaid

**Balloonist** 



None available

**JINXES** 

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## RECOMMENDED **TRAVELLERS FABLEO** Bootlegger



