

TOWNSFOLK





Mayor If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Village Idiot Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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



**Lycanthrope** Each night\*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



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



**Monk** Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



Fortune Teller Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



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



**Steward** You start knowing 1 good player.



King Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



**Choirboy** If the Demon kills the King, you learn which player is the Demon. [+the King]



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

OUTSIDERS



**Snitch** Each Minion gets 3 bluffs.



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



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



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

MINIONS



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



Spy

Cerenovus

**Boffin** 

Lil' Monsta

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



Harpy 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 & a good character: they are "mad" they are this character tomorrow, or might be executed.



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



The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

Yaggababble You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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

**DEMONS** 



Dusk



**Boffin** 



Yaggababble



Minion info



Snitch



**Demon info** 



King



Lil' Monsta



**Poisoner** 



Godfather



Cerenovus



Harpy



**Pixie** 



**A**mnesiac



**Fortune Teller** 



Seamstress



Steward



Village Idiot



Spy



Dawn

## TRAINED KILLER



## JINXES



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If the Demon would have the Drunk ability, the Boffin chooses a Townsfolk player to have this ability instead.

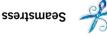




If there is a spare token, the Boffin can give the Demon the Village Idiot ability.



Village Idiot



Dawn

**Ring** 

Fortune Teller

**К**аvenkeeper



Amnesiac





Yaggabable



**Tycanthrope** 



Harpy



Cerenovus



Monk



Dusk



N





Ð

Choirboy

























## RECOMMENDED



TRAVELLERS

None available

**FABLEO** 



Bootlegger



Djinn