

**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.)



**Shugenja** You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



**Dreamer** Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character,1 of which is correct.



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.



**Oracle** Each night\*, you learn how many dead players are evil.



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



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



**Farmer** When you die at night, an alive good player becomes a Farmer.



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



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



**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.



**Sweetheart** When you die, 1 player is drunk from now on.



**Saint** If you die by execution, your team loses.



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

MINIONS



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



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



**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.



**Scarlet Woman** If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)



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

**DEMONS** 

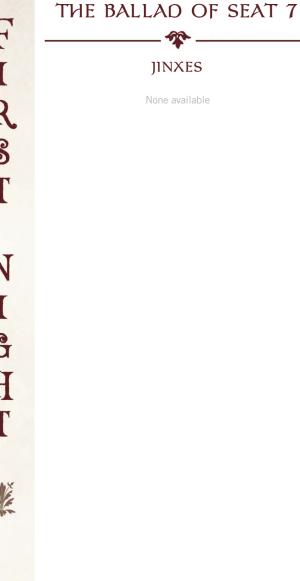


Imp Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]





**TRAVELLERS** 

None available

## H D N R







**FABLEO** 

None available