



















	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Investigator</b>	You start knowing that 1 of 2 players is a particular Minion.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Dreamer</b>	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	<b>Fortune Teller</b>	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Innkeeper</b>	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	<b>Exorcist</b>	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	<b>Seamstress</b>	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Fisherman</b>	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.




## OUTSIDERS

	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Plague Doctor</b>	When you die, the Storyteller gains a Minion ability.
	<b>Hatter</b>	If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.
	<b>Politician</b>	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

## MINIONS

	<b>Witch</b>	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	<b>Assassin</b>	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]

## DEMONS

	<b>No Dashii</b>	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<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
-  Minion info
-  Demon info
-  Witch
-  Librarian
-  Investigator
-  Chef
-  Fortune Teller
-  Dreamer
-  Seamstress
-  Dawn

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## THE DJINN'S BARGAIN

### JINXES



If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.



If the Storyteller gains the Baron ability, up to two players become not-in-play Outsiders.

### RECOMMENDED












#### TRAVELLERS

None available

#### FABLED

None available

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- Dusk 
- Innkeeper 
- Witch 
- Scarlet Woman 
- Exorcist 
- Imp 
- No Dash!! 
- Vortex 
- Assassin 
- Hatter 
- Ravenkeeper 
- Fortune Teller 
- Dreamer 
- Oracle 
- Seamstress 
- Dawn 