






















TOWNSFOLK

	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Knight	You start knowing 2 players that are not the Demon.
	Balloonist	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Cult Leader	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	Oracle	Each night*, you learn how many dead players are evil.
	Engineer	Once per game, at night, choose which Minions or which Demon is in play.
	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.
	Banshee	If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.




OUTSIDERS

	Plague Doctor	When you die, the Storyteller gains a Minion ability.
	Sweetheart	When you die, 1 player is drunk from now on.
	Hatter	If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS

	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	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.
	Organ Grinder	All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.
	Boffin	The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMONS

	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

Djinn's special rule: Dead players (not Demons) keep their abilities. Each Townsfolk loses their ability at the start of night 1, then regains it on death.



Dusk



Boffin



Minion info



Demon info



Engineer



Organ Grinder



Washerwoman



Librarian



Dreamer



Seamstress



Knight



Noble



Balloonist



Cult Leader



High Priestess



Dawn

FIRST

NIGHT



THE PHANTOM DETECTIV...

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 Plague Doctor is executed and the Storyteller would gain the Boondandy ability, the Boondandy ability triggers immediately.



If the Demon has the Cult Leader ability, they can't turn good due to this ability.



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

RECOMMENDED

TRAVELLERS

None available

FABLED



Djinn

STHGIN TO

- Dawn
- High Priestess
- Cult Leader
- Balloonist
- Seamstress
- Oracle
- Dreamer
- Farmer
- Banshee
- Sweetheart
- Hatter
- Ojo
- Vigormortis
- Imp
- Scarlet Woman
- Organ Grinder
- Engineer
- Dusk