






















## TOWNSFOLK

	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Pixie</b>	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	<b>High Priestess</b>	Each night, learn which player the Storyteller believes you should talk to most.
	<b>Balloonist</b>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	<b>Chambermaid</b>	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	<b>Snake Charmer</b>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	<b>Town Crier</b>	Each night*, you learn if a Minion nominated today.
	<b>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Seamstress</b>	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	<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>Magician</b>	The Demon thinks you are a Minion. Minions think you are a Demon.




## OUTSIDERS

	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Barber</b>	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
	<b>Politician</b>	If you were the player most responsible for your team losing, you change alignment & win, even if dead.
	<b>Puzzlemaster</b>	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

	<b>Spy</b>	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	<b>Harpy</b>	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
	<b>Fearmonger</b>	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	<b>Xaan</b>	On night X, all Townsfolk are poisoned until dusk. [X 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>Leech</b>	Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



Dusk



Magician



Minion info



Demon info



Leech



Xaan



Snake Charmer



Fearmonger



Harpy



Pixie



Librarian



Seamstress



Noble



Balloonist



Spy



High Priestess



Chambermaid



Dawn

FIRST

NIGHT



## BUYER'S REMORSE



### JINXES



When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

## RECOMMENDED



### TRAVELLERS

None available

### FABLED



Bootlegger

STHGIN RETHO

Dawn



Chambermaid



High Priestess



Spy



Balloonist



Seamstress



Town Crier



Undertaker



Ravenkeeper



Barber



Leech



No Dashi!



Imp



Harpy



Fearmonger



Snake Charmer



Xaan



Dusk

