






















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.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	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.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.





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

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	Lord of Typhon	Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]









-  Dusk
-  Lord of Typhon
-  Boffin
-  Minion info
-  Demon info
-  Organ Grinder
-  Amnesiac
-  Washerwoman
-  Librarian
-  Dreamer
-  Seamstress
-  Knight
-  Noble
-  Balloonist
-  Cult Leader
-  High Priestess
-  General
-  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

-  Judge

FABLED

-  Djinn
-  Bootlegger

STHGIN TO

-  Dawn
-  General
-  High Priestess
-  Cult Leader
-  Balloonist
-  Seamstress
-  Dreamer
-  Farmer
-  Amnesiac
-  Banshee
-  Sweetheart
-  Hatter
-  Ojo
-  Vigormortis
-  Lord of Typhon
-  Imp
-  Scarlet Woman
-  Organ Grinder
-  Dusk