






















## TOWNSFOLK

|  |                       |   |
|--|-----------------------|---|
|   | <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>Balloonist</b>     | Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]                           |
|   | <b>Preacher</b>       | Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.                          |
|   | <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>Dreamer</b>        | Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.       |
|   | <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>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>Godfather</b>     | You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider] |
|  | <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.)                 |

## 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>Po</b>        | Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.                 |
|  | <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



Apprentice



Minion info



Demon info



Preacher



Godfather



Witch



Librarian



Investigator



Chef



Fortune Teller



Dreamer



Balloonist



Dawn

FIRST NIGHT



## 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.

### RECOMMENDED



#### TRAVELLERS



Butcher



Bone Collector



Judge



Apprentice



Scapegoat

#### FABLED



Djinn

STRENGTH



Dawn



Balloonist



Dreamer



Fortune Teller



Ravenkeeper



Hatter



Godfather



Assassin



Vortex



No Dash!!



Po



Imp



Exorcist



Scarlet Woman



Witch



Inkkeeper



Preacher



Bone Collector



Dusk

