



















	Chef	You start knowing how many pairs of evil players there are.
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Balloonist	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	Preacher	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.





OUTSIDERS

	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Plague Doctor	When you die, the Storyteller gains a Minion ability.
	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Xaan	On night X, all Townsfolk are poisoned until dusk. [X Outsiders]
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS

	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	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.
	Po	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

-  Dusk
-  Apprentice
-  Minion info
-  Demon info
-  Preacher
-  Xaan
-  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

None available

STHGIN OR

-  Dusk
-  Bone Collector
-  Preacher
-  Xaan
-  Innkeeper
-  Witch
-  Scarlet Woman
-  Exorcist
-  Imp
-  Po
-  No Dashii
-  Ojo
-  Assassin
-  Barber
-  Ravenkeeper
-  Fortune Teller
-  Dreamer
-  Balloonist
-  Dawn