

	<b>Washerwoman</b>	You start knowing that 1 of 2 players is a particular Townsfolk.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Knight</b>	You start knowing 2 players that are not the Demon.
	<b>Balloonist</b>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	<b>High Priestess</b>	Each night, learn which player the Storyteller believes you should talk to most.
	<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>Cult Leader</b>	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Seamstress</b>	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	<b>Farmer</b>	When you die at night, an alive good player becomes a Farmer.
	<b>Banshee</b>	If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.
	<b>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

## OUTSIDERS

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

## MINIONS

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

## DEMONS

	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Ojo</b>	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	<b>Kazali</b>	Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]









-  Dusk
-  Kazali
-  Boffin
-  Minion info
-  Demon info
-  Organ Grinder
-  Amnesiac
-  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 Boomdandy ability, the Boomdandy 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

None available

# STHGIN TO

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