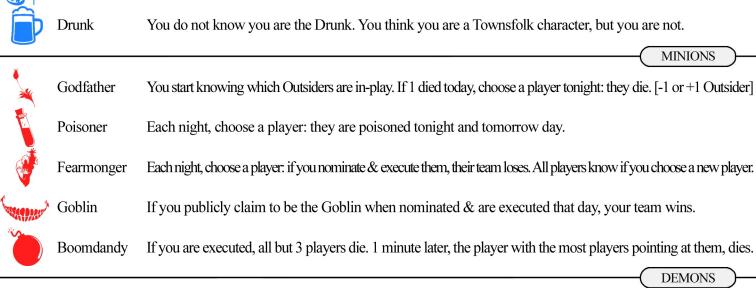
No Roles Barred **TOWNSFOLK** Noble You start knowing 3 players, 1 and only 1 of which is evil. **Pixie** You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die. Bounty Hunter You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil] Empath Each night, you learn how many of your 2 alive neighbors are evil. Balloonist Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider] Snake Charmer Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned. Gossip Each day, you may make a public statement. Tonight, if it was true, a player dies. Amnesiac You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are. **Artist** Once per game, during the day, privately ask the Storyteller any yes/no question. Philosopher Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk. Huntsman Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel] Alchemist You have a not-in-play Minion ability. Poppy Grower Minions & Demons do not know each other. If you die, they learn who each other are that night. **OUTSIDERS** Goon Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment. Mutant If you are "mad" about being an Outsider, you might be executed. Damsel All Minions know you are in play. If a Minion publicly guesses you (once), your team loses. Drunk You do not know you are the Drunk. You think you are a Townsfolk character, but you are not. MINIONS You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider] Godfather Poisoner Each night, choose a player: they are poisoned tonight and tomorrow day.



Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Lil' Monsta

Vortox

Legion



Huntsman

Damsel

Amnesiac

Empath

Noble

Dawn

Balloonist

Bounty Hunter



No Roles Barred



If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.



Poppy Grower

Philosopher

