



















	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk 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.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	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.
	Alchemist	You have a not-in-play Minion ability.
	Sage	If the Demon kills you, you learn that it is 1 of 2 players.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	Minstrel	When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.





OUTSIDERS

	Acrobat	Each night*, if either good living neighbor is drunk or poisoned, you die.
	Puzzlemaster	1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.
	Heretic	Whoever wins, loses & whoever loses, wins, even if you are dead.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Fearmonger	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Baron	There are extra Outsiders in play. [+2 Outsiders]

DEMONS

	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	Leech	Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Philosopher



Alchemist



Poppy Grower



Minion info



Demon info



Lleech



Poisoner



Fearmonger



Pukka



Pixie



Amnesiac



Empath



Dreamer



Bounty Hunter



Dawn

First Night

Red Dragon Inn



A Pit-Hag can not create a Heretic.



The Baron might only add 1 Outsider, not 2.



If the Lleech has poisoned the Heretic then the Lleech dies, the Heretic remains poisoned.

Dawn

Bounty Hunter

Dreamer

Empath

Amnesiac

Sage

Acrobat

Lleech

Vigormortis

Vortex

Pukka

Exorcist

Fearmonger

Pit-Hag

Poisoner

Poppy Grower

Philosopher

Dusk

Red Dragon Inn

Other Nights