


















# 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

	Godfather	You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	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.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Boomdandy	If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies.

## DEMONS

	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

-  Philosopher
-  Alchemist
-  Poppy Grower
-  Minion info
-  Demon info
-  Lil' Monsta
-  Poisoner
-  Snake Charmer
-  Godfather
-  Fearmonger
-  Pixie
-  Huntsman
-  Damsel
-  Amnesiac
-  Empath
-  Noble
-  Balloonist
-  Bounty Hunter
-  Dawn

# First Night

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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.

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# Other Nights

-  Dusk
-  Philosopher
-  Poppy Grower
-  Poisoner
-  Snake Charmer
-  Fearmonger
-  Legion
-  Vortex
-  Lil' Monsta
-  Godfather
-  Gossip
-  Huntsman
-  Damsel
-  Amnesiac
-  Empath
-  Balloonist
-  Bounty Hunter
-  Dawn