



### Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



### Investigator

You start knowing that 1 of 2 players is a particular Minion.



### Empath

Each night, you learn how many of your 2 alive neighbors are evil.



### Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



### Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



### Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



### Undertaker

Each night\*, you learn which character died by execution today.



### 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.



### Oracle

Each night\*, you learn how many dead players are evil.



### Lycanthrope

Each night\*, choose an alive player. If good, they die, but they are the only player that can die tonight.



### Fool

The 1st time you die, you don't.



### Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

## OUTSIDERS



### Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



### Plague Doctor

If you die, the storyteller gains a not-in-play Minion ability.



### Recluse

You might register as evil & as a Minion or Demon, even if dead.



### Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

## MINIONS



### Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



### Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



### Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



### Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies.



### Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

## DEMONS



### Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



### Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



### Imp

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

-  Minion info
-  Lunatic
-  Demon info
-  Poisoner
-  Amnesiac
-  Librarian
-  Investigator
-  Empath
-  Dreamer
-  Spy
-  Dawn
-  Vizier

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## DOUBLE DOWN TOWN



### JINXES



If the Plague Doctor dies, a living Minion gains the Spy ability in addition to their own ability, and learns this.



If the Plague Doctor is executed and the Storyteller would gain the Boondandy ability, the Boondandy ability triggers immediately.



If the Investigator learns that the Vizier is in play, the existence of the Vizier is not announced by the Storyteller.

## RECOMMENDED



### TRAVELLERS

None available

### FABLED



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-  Dawn
-  Spy
-  Oracle
-  Dreamer
-  Undertaker
-  Empath
-  Ravenkeeper
-  Amnesiac
-  Vigormortis
-  Zombuul
-  Imp
-  Lycanthrope
-  Exorcist
-  Lunatic
-  Innkeeper
-  Poisoner
-  Dusk