

TOWNSFOLK

**Librarian**

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

**Nightwatchman**

Once per game, at night, choose a player: they learn who you are.

**Fisherman**

Once per game, during the day, visit the Storyteller for some advice to help your team win.

**Mayor**

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

**Balloonist**

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]

**Farmer**

If you die at night, an alive good player becomes a Farmer.

OUTSIDERS

**Plague Doctor**

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

**Damsel**

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINIONS

**Organ Grinder**

All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.

**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]



Minion info



Demon info



Damsel



Librarian



Balloonist



Nightwatchman



Dawn



Vizier

FIRST NIGHT



VISION



JINXES

None available

RECOMMENDED



TRAVELLERS

None available

FABLED

None available



STHGIN RETHO

Dawn



Nightwatchman



Balloonist



Farmer



Damsel



Vigormortis



Dusk

