

**Steward** You start knowing 1 good player.



**Noble** You start knowing 3 players, 1 and only 1 of which is evil.



 $\textbf{Bounty Hunter} \quad \text{You start knowing $1$ evil player. If the player you know dies, you learn another evil player tonight. $[1$ Townsfolk is evil]$}$ 



High Priestess Each night, learn which player the Storyteller believes you should talk to most.



**Balloonist** Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



Mathematician Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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



**Slayer** Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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



Juggler On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



**Soldier** You are safe from the Demon.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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

OUTSIDERS



**Butler** Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



**Sweetheart** When you die, 1 player is drunk from now on.



Plague Doctor When you die, the Storyteller gains a Minion ability.



**Barber** If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINIONS



Xaan On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Marionette

You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]



**Scarlet Woman** If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)



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

DEMONS



**No Dashii** Each night\*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



Imp

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



Ojo Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Dusk



Minion info



**Demon info** 



Marionette



Xaan



**Butler** 



Steward



Noble



**Balloonist** 



**Bounty Hunter** 





High Priestess



Mathematician



Dawn



Vizier

## CONTEMPT



## JINXES



F

R

8



If the Cannibal gains the Butler ability, the Cannibal learns this.





If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.





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





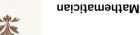
If the Demon has a neighbor who is alive and a Townsfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen.

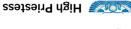




If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.









Dawn







Balloonist







**Ва**чепкеерег















dwj



Scarlet Woman











N





TRAVELLERS

**FABLED** 

None available

None available