



### Librarian

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



### 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.



### Balloonist

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



### General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



### Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



### 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.



### Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



### Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



### Fisherman

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



### Cannibal

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



### Mayor

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

## OUTSIDERS



### Drunk

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



### Saint

If you die by execution, your team loses.



### Mutant

If you are "mad" about being an Outsider, you might be executed.



### Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



### Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

## MINIONS



### Poisoner

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



### Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



### Mastermind

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



### Scarlet Woman

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

## DEMONS



### Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



### Imp

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



### Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Dusk



Minion info



Demon info



Poisoner



Courtier



Snake Charmer



Evil Twin



Pukka



Pixie



Librarian



Empath



Balloonist



General



Dawn

FIRST

NIGHT



## REVENGE OF THE MARTI...



### JINXES



If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.



STHGIN OF

## RECOMMENDED



### TRAVELLERS

None available

### FABLED

None available

Dawn



General



Balloonist



Empath



Fang Gu



Pukka



Imp



Exorcist



Scarlet Woman



Snake Charmer



Innkeeper



Courtier



Poisoner



Dusk

