



















	<b>Steward</b>	You start knowing 1 good player.
	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Bounty Hunter</b>	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	<b>High Priestess</b>	Each night, learn which player the Storyteller believes you should talk to most.
	<b>Balloonist</b>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	<b>Mathematician</b>	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Fisherman</b>	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	<b>Juggler</b>	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	<b>Soldier</b>	You are safe from the Demon.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.




OUTSIDERS

	<b>Butler</b>	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	<b>Sweetheart</b>	When you die, 1 player is drunk from now on.
	<b>Plague Doctor</b>	When you die, the Storyteller gains a Minion ability.
	<b>Barber</b>	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINIONS

	<b>Xaan</b>	On night X, all Townsfolk are poisoned until dusk. [X Outsiders]
	<b>Marionette</b>	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	<b>Vizier</b>	All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMONS

	<b>No Dashii</b>	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Ojo</b>	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

FIRST

NIGHT



## CONTEMPT



### JINXES



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.

## RECOMMENDED



### TRAVELLERS

None available

### FABLED

None available

SETHI RETHO

Dawn



Mathematician



High Priestess



Butler



Bounty Hunter



Balloonist



Juggler



Oracle



Ravenkeeper



Sweetheart



Barber



Ojo



No Dashi



Imp



Scarlet Woman



Xaan



Dusk

