



TOWNSFOLK

**Noble**

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

**Balloonist**

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

**Snake Charmer**

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

**Savant**

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

**Amnesiac**

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

**Engineer**

Once per game, at night, choose which Minions or which Demon is in play.

**Huntsman**

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

**Professor**

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

**Fisherman**

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

**Farmer**

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

**Poppy Grower**

Minions & Demons do not know each other. If you die, they learn who each other are that night.

**Cannibal**

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

**Atheist**

The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]

OUTSIDERS

**Damsel**

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

**Drunk**

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

**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

**Barber**

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

MINIONS

**Mezepheles**

You start knowing a secret word. The 1st good player to say this word becomes evil that night.

**Poisoner**

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

**Pit-Hag**

Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

**Psychopath**

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMONS

**Al-Hadikhia**

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

**Vigormortis**

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

-  Dusk
-  Poppy Grower
-  Minion info
-  Demon info
-  Engineer
-  Poisoner
-  Snake Charmer
-  Mezepheles
-  Huntsman
-  Damsel
-  Amnesiac
-  Noble
-  Balloonist
-  Dawn

FIRST NIGHT



THE MIDNIGHT OASIS

JINXES



If the Cannibal eats the Poppy Grower, then dies or loses the Poppy Grower ability, the Demon and Minions learn each other that night.



If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

RECOMMENDED

TRAVELLERS

None available

FABLED



Sentinel



Spirit of Ivory

STIGHTRON

-  Dusk
-  Poppy Grower
-  Engineer
-  Poisoner
-  Snake Charmer
-  Pit-Hag
-  Mezepheles
-  Vigormortis
-  Al-Hadikhia
-  Barber
-  Professor
-  Huntsman
-  Damsel
-  Amnesiac
-  Farmer
-  Balloonist
-  Dawn