


















NO ROLES BARRED






TOWNSFOLK

	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	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]
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Alchemist	You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.




OUTSIDERS

	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Mutant	If you are “mad” about being an Outsider, you might be executed.
	Damsel	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

MINIONS

	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Fearmonger	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Boomdandy	If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.

DEMONS

	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta & “is the Demon”. Each night*, a player might die. [+1 Minion]
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Dusk



Philosopher



Alchemist



Poppy Grower



Minion info



Demon info



Lil' Monsta



Poisoner



Snake Charmer



Godfather



Fearmonger



Pixie



Huntsman



Damsel



Amnesiac



Empath



Noble



Balloonist



Bounty Hunter



Dawn

FIRST

NIGHT



NO ROLES BARRED



JINXES



If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.



If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.



STHGIN

RECOMMENDED



TRAVELLERS

FABLED

None available

None available



Dawn



Bounty Hunter



Balloonist



Empath



Amnesiac



Damsel



Huntsman



Gossip



Godfather



Lil' Monsta



Vortex



Legion



Fearmonger



Snake Charmer



Poisoner



Poppy Grower



Philosopher



Dusk