

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

 $You start \, knowing \, 1 \, evil \, player. \, If \, the \, player \, you \, know \, dies, \, you \, learn \, another \, evil \, player \, tonight. \, [1 \, Townsfolk \, is \, evil \, player) \, dies, \, you \, learn \, another \, evil \, player \, tonight. \, [1 \, Townsfolk \, is \, evil \, player) \, dies, \, you \, learn \, another \, evil \, player \, tonight. \, [1 \, Townsfolk \, is \, evil \, player) \, dies, \, you \, learn \, another \, evil \, player \, tonight. \, [1 \, Townsfolk \, is \, evil \, player) \, dies, \, you \, learn \, another \, evil \, player \, tonight. \, [2 \, Townsfolk \, is \, evil \, player) \, dies \, dies \, evil \, player \, dies \, evil \, player) \, dies \, dies \, evil \, player \, dies \, evil \, player) \, dies \, evil \, evil$



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.



Philosopher

Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



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

Fearmonger

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



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]



Vortox

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]



Balloonist

Dawn

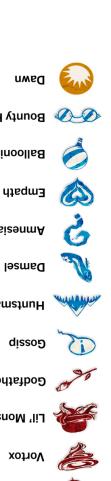
Bounty Hunter

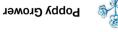


NO ROLES BARRED JINXES If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil. If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.









Philosopher

Dusk

RECOMMENDED

FABLED

TRAVELLERS

None available