TOWNSFOLK



**Chef** You start knowing how many pairs of evil players there are.



**Washerwoman** You start knowing that 1 of 2 players is a particular Townsfolk.



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



**Sailor** Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Chambermaid Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Fortune Teller Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



**Flowergirl** Each night\*, you learn if a Demon voted today.



**Undertaker** Each night\*, you learn which character died by execution today.



**Innkeeper** Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



**Philosopher** Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



**Artist** Once per game, during the day, privately ask the Storyteller any yes/no question.



**Tea Lady** If both your alive neighbors are good, they can't die.



**Fool** The 1st time you die, you don't.



The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



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



**Sweetheart** When you die, 1 player is drunk from now on.



**Klutz** When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Saint If you die by execution, your team loses.



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



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



Devil's Advocate Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



**Baron** There are extra Outsiders in play. [+2 Outsiders]

DEMONS

**MINIONS** 

**OUTSIDERS** 



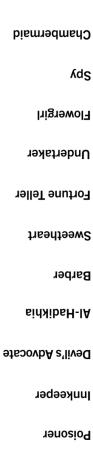
Al-Hadikhia Each night\*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.













Dawn

Flowergirl

Undertaker

Sweetheart

Al-Hadikhia

Junkeeper

**Poisoner** 

**Philosopher** 

Sailor

Dusk

**Barber** 

RECOMMENDED

**FABLEO** 

Djinn

Storm Catcher

**TRAVELLERS** 

None available