






















TOWNSFOLK

	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	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.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	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.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Farmer	When you die at night, an alive good player becomes a Farmer.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.




OUTSIDERS

	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Plague Doctor	When you die, the Storyteller gains a Minion ability.
	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

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Harpy	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Boffin	The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Dusk



Boffin



Minion info



Demon info



Poisoner



Witch



Harpy



Pixie



Huntsman



Damsel



Investigator



Fortune Teller



Dreamer



Noble



Village Idiot



High Priestess



Dawn

FIRST

NIGHT



FATAL FEARS



JINXES



If the Demon would have the Drunk ability, the Boffin chooses a Townsfolk player to have this ability instead.



If there is a spare token, the Boffin can give the Demon the Village Idiot ability.



STHGIN TO

Dawn



High Priestess



Village Idiot



Dreamer



Fortune Teller



Farmer



Damsel



Huntsman



Ojo



Fang Gu



Imp



Harpy



Witch



Poisoner



Dusk



RECOMMENDED



TRAVELLERS

None available

FABLED



Djinn