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|------------------------------------------------------------------------------------|-----------------------|------------------------------------------------------------------------------------------------------------------------|
|    | <b>Knight</b>         | You start knowing 2 players that are not the Demon.                                                                    |
|    | <b>Chambermaid</b>    | Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.               |
|    | <b>Village Idiot</b>  | Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]            |
|    | <b>Balloonist</b>     | Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]                      |
|    | <b>Fortune Teller</b> | Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you. |
|    | <b>Amnesiac</b>       | You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.            |
|    | <b>Artist</b>         | Once per game, during the day, privately ask the Storyteller any yes/no question.                                      |
|    | <b>Philosopher</b>    | Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.     |
|    | <b>Soldier</b>        | You are safe from the Demon.                                                                                           |
|    | <b>Farmer</b>         | If you die at night, an alive good player becomes a Farmer.                                                            |
|    | <b>Ravenkeeper</b>    | If you die at night, you are woken to choose a player: you learn their character.                                      |
|   | <b>Poppy Grower</b>   | Minions & Demons do not know each other. If you die, they learn who each other are that night.                         |
|  | <b>Atheist</b>        | The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]       |





## OUTSIDERS

|                                                                                    |                |                                                                                                                                 |
|------------------------------------------------------------------------------------|----------------|---------------------------------------------------------------------------------------------------------------------------------|
|  | <b>Ogre</b>    | On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned. |
|  | <b>Saint</b>   | If you die by execution, your team loses.                                                                                       |
|  | <b>Recluse</b> | You might register as evil & as a Minion or Demon, even if dead.                                                                |
|  | <b>Drunk</b>   | You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.                                    |

## MINIONS

|                                                                                    |                   |                                                                                                                            |
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|  | <b>Poisoner</b>   | Each night, choose a player: they are poisoned tonight and tomorrow day.                                                   |
|  | <b>Witch</b>      | Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.           |
|  | <b>Pit-Hag</b>    | Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary. |
|  | <b>Mastermind</b> | If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.     |

## DEMONS

|                                                                                    |                    |                                                                                                                              |
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|  | <b>Lil' Monsta</b> | Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]           |
|  | <b>Imp</b>         | Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.                             |
|  | <b>Legion</b>      | Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion] |
|  | <b>Zombuul</b>     | Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.           |

-  Dusk
-  Philosopher
-  Poppy Grower
-  Minion info
-  Demon info
-  Lil' Monsta
-  Poisoner
-  Witch
-  Amnesiac
-  Fortune Teller
-  Knight
-  Balloonist
-  Village Idiot
-  Ogre
-  Chambermaid
-  Dawn

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## SHOWER OF BASTARDS

### JINXES



If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.



If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.



If the Pit-Hag turns an evil player into the Ogre, they can't turn good due to their own ability.



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.

## RECOMMENDED

### TRAVELLERS

None available

### FABLED

None available

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-  Dusk
-  Philosopher
-  Poppy Grower
-  Poisoner
-  Witch
-  Pit-Hag
-  Legion
-  Imp
-  Zombuul
-  Lil' Monsta
-  Amnesiac
-  Farmer
-  Ravenkeeper
-  Fortune Teller
-  Balloonist
-  Village Idiot
-  Chambermaid
-  Dawn