

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.



## Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



## King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



## 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.



## Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



## Oracle

Each night\*, you learn how many dead players are evil.

OUTSIDERS



## Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



## Recluse

You might register as evil & as a Minion or Demon, even if dead.

MINIONS



## Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



## Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

DEMONS



## Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night\*. [+1 Minion]



## No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

FABLED



## Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

JINXES



The Cerenovus may choose to make a player mad that they are the Goblin.



## Lycanthrope

Each night\*, choose a living player: if good, they die, but they are the only player that can die tonight.



## Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



## Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



## Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



## Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



## Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



## Mutant

If you are "mad" about being an Outsider, you might be executed.



## Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



## 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.



## Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



## Vortex

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.