

**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.

**Dreamer**

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

**Oracle**

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

**Gambler**

Each night*, choose a player & guess their character: if you guess wrong, you die.

**Amnesiac**

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

**Engineer**

Once per game, at night, choose which Minions or which Demon is in play.

**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.

**Huntsman**

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

**Poppy Grower**

Minions & Demons do not know each other. If you die, they learn who each other are that night.

**Atheist**

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

**Method Actor**

You think you are a not-in-play Evil Minion, but you are Good; all Minions know this. You register as a Minion. The ability you think you have might function correctly. [+1 Minion]

**Snitch**

Minions start knowing 3 not-in-play characters.

**Plague Doctor**

If you die, the Storyteller gains a not-in-play Minion ability.

**Damsel**

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

**Drunk**

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

**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

**Godfather**

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]

**Poisoner**

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

**Spy**

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]

**Scarlet Woman**

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

**Marionette**

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

**Lil' Monsta**

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

**Vortex**

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

**Bootlegger**

This script has homebrew characters or rules.

**Duchess**

Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

**Apprentice**

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

**Barista**

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

**Jinxes**

When the Spy sees the Grimoire, all Minion tokens other than their own are removed.



If the Poppy Grower is in play, the Spy does not see the Grimoire until the Poppy Grower dies.



If the Plague Doctor dies, a living Minion gains the Spy ability in addition to their own ability, and learns this.



Only 1 jinxed character can be in play.



If the Storyteller gains the Baron ability, up to two players become not-in-play Outsiders.



If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.



The Marionette neighbors a Minion, not the Demon. The Marionette is not woken to choose who takes the Lil' Monsta token, and does not learn they are the Marionette if they have the Lil' Monsta token.



When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.



The Marionette does not learn 3 not in-play characters. The Demon learns an extra 3 instead.



The Marionette does not learn that a Damsel is in play.



If the Demon has a neighbour who is alive and a Townsfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen.



If the Marionette thinks that they are the Huntsman, the Damsel was added.



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.



If there are 5 or more players alive and the player holding the Lil' Monsta token dies, the Scarlet Woman is given the Lil' Monsta token tonight.

**Sentinel**

There might be 1 extra or 1 fewer Outsider in play.

**Storm Catcher**

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

**Bone Collector**

Once per game, at night, choose a dead player: they regain their ability until dusk.

**Thief**

Each night, choose a player (not yourself): their vote counts negatively tomorrow.