

## TOWNSFOLK



### Noble

You start knowing 3 players, 1 and only 1 of which is evil.



### Balloonist

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



### Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



### Savant

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



### 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.



### Huntsman

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



### Professor

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.



### Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



### Farmer

If you die at night, an alive good player becomes a Farmer.



### Poppy Grower

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



### Cannibal

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



### Atheist

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

## OUTSIDERS



### 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.



### Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



### Barber

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

## MINIONS



### Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



### Poisoner

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



### Pit-Hag

Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



### Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

## DEMONS



### Al-Hadikhia

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



### Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

## FABLED



### Sentinel

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



### Spirit of Ivory

There can't be more than 1 extra evil player.

## JINXES



If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.