



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.

**Balloonist**

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]

**General**

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

**Mathematician**

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

**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.

**Undertaker**

Each night*, you learn which character died by execution today.

**Savant**

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

**Artist**

Once per game, during the day, privately ask the Storyteller any yes/no question.

**Juggler**

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

**Farmer**

When 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.

OUTSIDERS

**Drunk**

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

**Barber**

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

**Mutant**

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

**Snitch**

Each Minion gets 3 bluffs.

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.

**Baron**

There are extra Outsiders in play. [+2 Outsiders]

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.

**Vigormortis**

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

-  Dusk
-  Barista
-  Thief
-  Poppy Grower
-  Minion info
-  Snitch
-  Demon info
-  Poisoner
-  Witch
-  Harpy
-  Pixie
-  Investigator
-  Fortune Teller
-  Noble
-  Balloonist
-  General
-  Mathematician
-  Dawn

FIRST NIGHT



YOU AND ME AND ME AN...

JINXES

None available

RECOMMENDED





















TRAVELLERS

-  Thief
-  Barista
-  Butcher
-  Bone Collector
-  Scapegoat

FABLED

-  Revolutionary

STINGER

-  Dusk
-  Barista
-  Thief
-  Bone Collector
-  Poppy Grower
-  Poisoner
-  Witch
-  Harpy
-  Imp
-  Vigormortis
-  Ojo
-  Barber
-  Farmer
-  Fortune Teller
-  Undertaker
-  Jugler
-  Balloonist
-  General
-  Mathematician
-  Dawn