





Mayor If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Village Idiot Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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



**Lycanthrope** Each night\*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



**Ravenkeeper** If you die at night, you are woken to choose a player: you learn their character.



**Monk** Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



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.



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



**Pixie** You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



**Steward** You start knowing 1 good player.



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



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



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

OUTSIDERS



**Snitch** Each Minion gets 3 bluffs.



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



Ogre

Spy

Boffin

Wizard

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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

MINIONS



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



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Xaan On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Once per game, choose to make a wish. If granted, it might have a price and leave a clue as to its nature.

Yaggababble You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Lil' Monsta Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night\*, a player might die. [+1 Minion]

**DEMONS** 



Dusk



**Boffin** 



Yaggababble



Minion info



Snitch



**Demon info** 



King



Lil' Monsta



Xaan



**Poisoner** 



Wizard



Harpy



**Pixie** 



**A**mnesiac



**Fortune Teller** 



Seamstress



Steward



Village Idiot





Ogre



Dawn

## TRAINED KILLER



## JINXES



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



The Spy registers as evil to the Ogre.





The Demon cannot have the Ogre ability.





If the Demon would have the Drunk ability, the Boffin chooses a Townsfolk player to have this ability instead.





If there is a spare token, the Boffin can give the Demon the Village Idiot ability.







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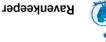
Seamstress Fortune Teller

Village Idiot



Dawn

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Yaggabable



Lil' Monsta

**Tycanthrope** 



Harpy



Monk



Wizard



Poisoner



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## RECOMMENDED



**TRAVELLERS** 

None available

**FABLEO** 



Djinn



Bootlegger