

TOWNSFOLK



**Chef** You start knowing how many pairs of evil players there are.



**Investigator** You start knowing that 1 of 2 players is a particular Minion.



**Clockmaker** You start knowing how many steps from the Demon to its nearest Minion.



**Librarian** You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



Preacher Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no 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.



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



**Innkeeper** Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



**Fisherman** Once per game, during the day, visit the Storyteller for some advice to help your team win.



**Alchemist** 

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



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

OUTSIDERS

**Goon** Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



**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.



**Snitch** Each Minion gets 3 bluffs.

MINIONS



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



**Assassin** Once per game, at night\*, choose a player: they die, even if for some reason they could not.



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



Marionette

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

**DEMONS** 



**Pukka** Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



**No Dashii** Each night\*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



Ojo Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



**Po** Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Xaan

Witch

Pukka

Librarian

Investigator

**Fortune Teller** 

Clockmaker

Dreamer

**Balloonist** 

Dawn

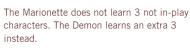
Chef

# F R 8





# THE DJINN'S BARGAIN JINXES





If the Marionette thinks that they are the Balloonist, +1 Outsider might have been

















N



















**Bone Collector** 



Dusk



# RECOMMENDED



## **TRAVELLERS**

### **FABLED**



Butcher



Djinn



Bone Collector



Judge



Apprentice



Scapegoat