






















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.
	Exorcist	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.



Dusk



Apprentice



Alchemist



Minion info



Snitch



Demon info



Marionette



Preacher



Xaan



Witch



Pukka



Librarian



Investigator



Chef



Fortune Teller



Clockmaker



Dreamer



Balloonist



Dawn

FIRST

NIGHT



THE DJINN'S BARGAIN



JINXES



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



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



STHGIN

REHTO

RECOMMENDED



TRAVELLERS



Butcher



Bone Collector



Judge



Apprentice



Scapegoat

FABLED



Djinn

Dawn



Balloonist



Dreamer



Fortune Teller



Ravenkeeper



Barber



Assassin



Ojo



No Dashi!



Po



Pukka



Exorcist



Witch



Innkeeper



Xaan



Preacher



Bone Collector



Dusk

