

**Soldier** You are safe from the Demon.



Banshee If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



**Oracle** Each night\*, you learn how many dead players are evil.



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



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.



Chambermaid Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



**Empath** Each night, you learn how many of your 2 alive neighbors are evil.



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



**Sage** If the Demon kills you, you learn that it is 1 of 2 players.



**Courtier** Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



**Philosopher** Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



**Pacifist** Executed good players might not die.

OUTSIDERS



**Sweetheart** When you die, 1 player is drunk from now on.



**Damsel** 

Mastermind

All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.



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



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

MINIONS



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



If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Devil's Advocate Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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

DEMONS



Fang Gu Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Dawn



## 1 SEE DEAD PEOPLE



JINXES

None available



Chambermaid

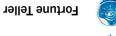
Dawn















**Empath** 











Sweetheart

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Fang Gu











Courtier



**Poisoner** 





Dusk





**TRAVELLERS** 

**FABLEO** 



Harlot







Scapegoat