



















	Knight	You start knowing 2 players that are not the Demon.
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	Oracle	Each night*, you learn how many dead players are evil.
	Undertaker	Each night*, you learn which character died by execution today.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Lycanthrope	Each night*, choose an alive player. If good, they die, but they are the only player that can die tonight.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Farmer	If you die at night, an alive good player becomes a Farmer.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.





OUTSIDERS

	Mutant	If you are “mad” about being an Outsider, you might be executed.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Hatter	If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

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 both might die.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

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

-  Dusk
-  Poppy Grower
-  Minion info
-  Demon info
-  Poisoner
-  Snake Charmer
-  Harpy
-  Investigator
-  Dreamer
-  Knight
-  Village Idiot
-  Dawn

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DEAD OR DORMANT? V2

JINXES



If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.



If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.

RECOMMENDED


TRAVELLERS

None available

FABLED

None available

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-  Dusk
-  Poppy Grower
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-  Harpy
-  Scarlet Woman
-  Lycanthrope
-  Imp
-  Fang Gu
-  Vigormortis
-  Ojo
-  Hatter
-  Farmer
-  Ravenkeeper
-  Undertaker
-  Dreamer
-  Oracle
-  Village Idiot
-  Dawn