






















## TOWNSFOLK

	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Shugenja</b>	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	<b>Pixie</b>	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	<b>High Priestess</b>	Each night, learn which player the Storyteller believes you should talk to most.
	<b>Balloonist</b>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	<b>Preacher</b>	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
	<b>Snake Charmer</b>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	<b>Town Crier</b>	Each night*, you learn if a Minion nominated today.
	<b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Poppy Grower</b>	Minions & Demons do not know each other. If you die, they learn who each other are that night.




## OUTSIDERS

	<b>Lunatic</b>	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Politician</b>	If you were the player most responsible for your team losing, you change alignment & win, even if dead.
	<b>Damsel</b>	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

## MINIONS

	<b>Harpy</b>	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
	<b>Fearmonger</b>	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	<b>Pit-Hag</b>	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	<b>Boffin</b>	The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

## DEMONS

	<b>Pukka</b>	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	<b>Ojo</b>	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Dusk



Bureaucrat



Thief



Boffin



Poppy Grower



Minion info



Lunatic



Demon info



Preacher



Snake Charmer



Fearmonger



Harpy



Pukka



Pixie



Damsel



Amnesiac



Chef



Balloonist



Shugenja



High Priestess



Dawn

FIRST

NIGHT



## WAR OF WHISPERS

### JINXES



If the Cannibal eats the Poppy Grower, then dies or loses the Poppy Grower ability, the Demon and Minions learn each other that night.



If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.



If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.



The Demon cannot have the Politician ability.



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

### RECOMMENDED

#### TRAVELLERS



Thief



Bureaucrat



Harlot



Butcher



Gnome

#### FABLED



Bootlegger

STHGIN R E H T O

Dawn



High Priestess



Balloonist



Town Crier



Ravenkeeper



Amnesiac



Damsel



Ojo



Vigormortis



Pukka



Lunatic



Harpy



Fearmonger



Pit-Hag



Snake Charmer



Preacher



Poppy Grower



Harlot



Thief



Bureaucrat



Dusk

