

TOWNSFOLK

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



Bounty Hunter You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Pixie You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Village Idiot Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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



Engineer Once per game, at night, choose which Minions or which Demon is in play.



Slayer Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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



Alchemist You have a not-in-play Minion ability.



Poppy Grower Minions & Demons do not know each other. If you die, they learn who each other are that night.



Virgin The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Cannibal You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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

OUTSIDERS



Tinker You might die at any time.



Heretic Whoever wins, loses & whoever loses, wins, even if you are dead.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Hatter If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINIONS



Harpy Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.



Psychopath Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Goblin If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies.

DEMONS



Kazali Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Shabaloth Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Vizier

Boomdandy



Snake Charmer

Harpy

Pixie

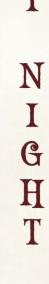
Librarian

Village Idiot

Bounty Hunter

Dawn

Vizier



THINKING IS CHEATING



JINXES



If the Alchemist has the Vizier ability, they may only choose to execute immediately if three or more players voted, regardless of those players' alignment.





An evil Townsfolk is only created if the Bounty Hunter is still in play after the Kazali acts.





TRAVELLERS

None available

If the Vortox is in play and the Demon kills the Banshee, the players still learn that the Banshee has died.







Bonnty Hunter



Village Idiot



Professor



Banshee













Harpy



Snake Charmer



Engineer



Poppy Grower



Dusk























RECOMMENDED

FABLED

Sentinel