

## TOWNSFOLK



**Trick-or-Treater** When Halloween ends, a Minion becomes the Trick-or-Treater but thinks they remain a Minion. [+1 Minion]



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



**Ballooning** Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



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



**King** Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows who you are.



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



**Town Crier** Each night\*, you learn if a Minion nominated today.



**Innkeeper** Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



**Monk** Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



**Gambler** Each night\*, choose a player & guess their character: if you guess wrong, you die.



**Gossip** Each day, you may make a public statement. Tonight, if it was true, a player dies.



**Choirboy** If the Demon kills the King, you learn which player is the Demon. [+the King]



**Magician** The Demon thinks you are a Minion. Minions think you are a Demon.

## OUTSIDERS



**Lunatic** You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



**Drunk** You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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



**Politician** If you were the player most responsible for your team losing, you change alignment & win, even if dead.

## MINIONS



**Godfather** You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



**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 one or both might die.



**Marionette** You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]



**Summoner** You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



**Boffin** The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.


## DEMONS



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



**Vigormortis** Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

-  Dusk
-  Boffin
-  Magician
-  Minion info
-  Lunatic
-  Summoner
-  Demon info
-  King
-  Marionette
-  Poisoner
-  Snake Charmer
-  Godfather
-  Harpy
-  Empath
-  Dreamer
-  Balloonist
-  Dawn
-  Declare Halloween?

# FIRST NIGHT



## HALLOWEEN HARD MODE

### JINXES

-   If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.
-   The Marionette neighbors the Summoner. The Summoner knows who the Marionette is.
-   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.






### FABLED



### The Great Pumpkin Fabled

Once per game, at dawn, the Storyteller declares it to be Halloween. On Halloween night, players might change characters and the dead might rise.

# STORYTELLER

-  Trick-or-Treater
-  Declare Halloween?
-  Dawn
-  King
-  Balloonist
-  Town Crier
-  Dreamer
-  Empath
-  Choirboy
-  Gossip
-  Godfather
-  Vigormortis
-  Imp
-  Lunatic
-  Summoner
-  Harpy
-  Monk
-  Snake Charmer
-  Gambler
-  Inkkeeper
-  Poisoner
-  Pumpkin
-  Dusk