

TOVNSFOLK

-  **Washerwoman** You start knowing that 1 of 2 players is a particular Townsfolk.
-  **Grandmother** You start knowing a good player & their character. If the Demon kills them, you die too.
-  **Bounty Hunter** You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
-  **Sailor** Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
-  **Chambermaid** Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
-  **Village Idiot** Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
-  **Mathematician** Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
-  **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.
-  **Exorcist** Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
-  **Gossip** Each day, you may make a public statement. Tonight, if it was true, a player dies.
-  **Slayer** Once per game, during the day, publicly choose a player: if they are the Demon, they die.
-  **Tea Lady** If both your alive neighbors are good, they can't die.
-  **Poppy Grower** Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDERS

-  **Saint** If you die by execution, your team loses.
-  **Sweetheart** When you die, 1 player is drunk from now on.
-  **Drunk** You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
-  **Barber** If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINIONS

-  **Devil's Advocate** Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
-  **Summoner** You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]
-  **Assassin** Once per game, at night*, choose a player: they die, even if for some reason they could not.
-  **Baron** There are extra Outsiders in play. [+2 Outsiders]

DEMONS

-  **Leech** Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.
-  **No Dashii** Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
-  **Imp** Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
-  **Vortex** Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

-  Dusk
-  Poppy Grower
-  Minion info
-  Summoner
-  Demon info
-  Sailor
-  Lleech
-  Devil's Advocate
-  Washerwoman
-  Fortune Teller
-  Grandmother
-  Village Idiot
-  Bounty Hunter
-  Chambermaid
-  Mathematician
-  Dawn

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A DIFFERENT KIND OF ...

JINXES



The Chambermaid learns if the Mathematician wakes tonight or not, even though the Chambermaid wakes first.



If the Poppy Grower is alive when the Summoner acts, the Summoner chooses which Demon, but the Storyteller chooses which player.



If the Slayer slays the Lleech's host, the host dies.

RECOMMENDED

TRAVELLERS



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- Dusk 
- Poppy Grower 
- Sailor 
- Devil's Advocate 
- Summoner 
- Exorcist 
- Imp 
- No Dashi! 
- Vortex 
- Lleech 
- Assassin 
- Gossip 
- Barber 
- Sweetheart 
- Grandmother 
- Fortune Teller 
- Village Idiot 
- Bounty Hunter 
- Chambermaid 
- Mathematician 
- Dawn 