



## TOWNSFOLK



### Knight

You start knowing 2 players that are not the Demon.



### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



### Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



### High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



### Balloonist

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



### 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.



### Flowergirl

Each night\*, you learn if a Demon voted today.



### Innkeeper

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



### Exorcist

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



### Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



### Cannibal

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



### Farmer

When you die at night, an alive good player becomes a Farmer.



### Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

## OUTSIDERS



### Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



### Saint

If you die by execution, your team loses.



### Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



### Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## MINIONS



### Harpy

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



### Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



### Pit-Hag

Each night\*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.



### Goblin

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



### Psychopath

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



### Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

## DEMONS



### Kazali

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



# À La Carte by Lucas W

LORIC

None

FABLED



**Djinn**

Use the Djinn's special rule. All players know what it is.



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

TRAVELLERS

None

