



TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Librarian

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



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.



Oracle

Each night*, you learn how many dead players are evil.



Monk

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Banshee

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



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Poppy Grower

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

OUTSIDERS



Hermit

You have all Outsider abilities. **[-0 or -1 Outsider]**



Drunk

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



Lunatic

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



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINIONS



Godfather

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



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Boffin

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



Marionette

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

DEMONS



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. **[+1 Minion]**



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. **[+1 Outsider]**



Imp

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



A Lunatic Walks Into The Bar by Lucas W

LORIC

None

FABLED



Djinn

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



If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.



The Demon cannot have the Drunk ability.



If there is a spare token, the Boffin can give the Demon the Village Idiot ability.



If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

TRAVELLERS



Bone Collector

Once per game, at night*, choose a dead player: they regain their ability until dusk.



Voudon

Only you & the dead can vote. They don't need a vote token to do so. A 50% majority isn't required.

