

## 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.

**Shugenja**

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

**Oracle**

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

**Innkeeper**

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

**Balloonist**

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

**Village Idiot**

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

**Dreamer**

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

**Seamstress**

Once per game, at night,  
choose 2 players (not yourself):  
you learn if they are the same alignment.

**Fisherman**

Once per game, during the day,  
visit the Storyteller for some advice  
to help your team win.

**Farmer**

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

**Magician**

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

**Pacifist**

Executed good players  
might not die.

**Saint**

If you die by execution,  
your team loses.

**Damsel**

All Minions know you are in play.  
If a Minion publicly guesses you (once),  
your team loses.

## 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.

**Drunk**

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

## MINIONS

**Mezepheles**

You start knowing a secret word.  
The 1st good player to say this word  
becomes evil that night.

**Boomdandy**

If you are executed, all but 3 players die.  
After a 10 to 1 countdown,  
the player with the most players pointing at them, dies.

**Mastermind**

If the Demon dies by execution (ending the game),  
play for 1 more day.  
If a player is then executed, their team loses.

**Baron**

There are extra Outsiders in play.  
[+2 Outsiders]

**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.

**Pukka**

Each night, choose a player: they are poisoned.  
The previously poisoned player dies then becomes  
healthy.

**Vigormortis**

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

\*Not the  
first night