




















TOwnSFOLK

	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Investigator</b>	You start knowing that 1 of 2 players is a particular Minion.
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbors are evil.
	<b>Sailor</b>	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<b>Gambler</b>	Each night*, choose a player & guess their character: if you guess wrong, you die.
	<b>Gossip</b>	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	<b>Huntsman</b>	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	<b>Farmer</b>	When you die at night, an alive good player becomes a Farmer.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.





OUTSIDERS

	<b>Ogre</b>	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	<b>Lunatic</b>	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	<b>Damsel</b>	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.
	<b>Puzzlemaster</b>	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

	<b>Devil's Advocate</b>	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	<b>Marionette</b>	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	<b>Summoner</b>	You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]

DEMONS

	<b>Lil' Monsta</b>	Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]
	<b>Ojo</b>	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	<b>Legion</b>	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

-  Dusk
-  Minion info
-  Lunatic
-  Summoner
-  Demon info
-  Sailor
-  Marionette
-  Lil' Monsta
-  Devil's Advocate
-  Huntsman
-  Damsel
-  Investigator
-  Empath
-  Noble
-  Ogre
-  Dawn

FIRST

NIGHT



## ART THOU EVIL, SIR?



### JINXES



The Marionette neighbors a Minion, not the Demon. The Marionette is not woken to choose who takes the Lil' Monsta token, and does not learn they are the Marionette if they have the Lil' Monsta token.



The Marionette does not learn that a Damsel is in play.



If the Marionette thinks that they are the Huntsman, the Damsel was added.



The Marionette neighbors the Summoner. The Summoner knows who the Marionette is.



If the Summoner creates Legion, most players (including all evil players) become evil Legion.

### RECOMMENDED



#### TRAVELLERS

None available

#### FABLED

None available

STHGIN TO REHTO

- Dawn 
- Oracle 
- Empath 
- Farmer 
- Damsel 
- Huntsman 
- Gossip 
- Lil' Monsta 
- Ojo 
- Vigormortis 
- Legion 
- Lunatic 
- Summoner 
- Devil's Advocate 
- Monk 
- Gambler 
- Sailor 
- Dusk 