

No Roles Barred

Townfolk



Alchemist

You have a not-in-play Minion ability.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath

Each night, you learn how many of your 2 alive neighbors are evil.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Philosopher

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



Poppy Grower

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



Noble

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



Bounty Hunter

You start knowing 1 evil player. If the evil player you know dies, you learn another that night. [1 Townsfolk is evil]



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

Outsiders



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Damsel

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



Mutant

If you are "mad" about being an Outsider, you might be executed.



Drunk

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

Minions



Godfather

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



Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies.



Poisoner

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



Goblin

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

Demons



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Vortex

Each night*, choose a player; they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

* Not on the first night



Philosopher

The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token. Or, if the character is in play, place the drunk marker by that player and the Not the Philosopher token by the Philosopher.



Poppy Grower

Do not inform the Demon/Minions who each other are.



Minion Info

If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.



Demon Info

If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'This is the Demon' card. Show 3 character tokens of Good characters that are not in play.



Amnesiac

Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.



Alchemist

Wake the Alchemist. Show them the 'You are' card, then the token of a not-in-play Minion. Swap the Alchemist token with this Minion token.



Lil' Monsta

Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.



Poisoner

The Poisoner points to a player. That player is poisoned.



Snake Charmer

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.



Godfather

Show each of the Outsider tokens in play.



Fearmonger

The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.



Pixie

Show the Pixie 1 in-play Townsfolk character token.



Huntsman

The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.



Damsel

Wake all the Minions, show them the 'This character selected you' card and the Damsel token.



Empath

Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.



Noble

Point to 3 players including one evil player, in no particular order.



Balloonist

Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.




















Bounty Hunter

Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.



Dawn

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

 Philosopher	If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token. Or, if the character is in play, place the drunk marker by that player and the Not the Philosopher token by the Philosopher.
 Poppy Grower	If the Poppy Grower has died, show the Minions/Demon who each other are.
 Amnesiac	If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
 Poisoner	The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
 Snake Charmer	The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
 Fearmonger	The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
 Vortex	The Vortex points to a player. That player dies.
 Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]
 Lil' Monsta	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
 Godfather	If an Outsider died today: The Godfather points to a player. That player dies.
 Gossip	If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
 Huntsman	The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
 Damsel	If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
 Empath	Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
 Balloonist	Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
 Bounty Hunter	If the known evil player has died, point to another evil player.
 Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.