




















	Chef	You start knowing how many pairs of evil players there are.
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	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.
	Town Crier	Each night*, you learn if a Minion nominated today.
	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.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Farmer	When you die at night, an alive good player becomes a Farmer.




OUTSIDERS

	Hermit	You have all Outsider abilities. [-0 or -1 Outsider]
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Plague Doctor	When you die, the Storyteller gains a Minion ability.
	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Xaan	On night X, all Townsfolk are poisoned until dusk. [X Outsiders]
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Boffin	The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMONS

	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

-  Dusk
-  Apprentice
-  Barista
-  Boffin
-  Philosopher
-  Minion info
-  Demon info
-  Xaan
-  Poisoner
-  Snake Charmer
-  Amnesiac
-  Chef
-  Seamstress
-  Noble
-  Village Idiot
-  Bounty Hunter
-  Dawn

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THE JAMIE OLIVER PET...

JINXES

  If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

  If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.

  If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.

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

RECOMMENDED

TRAVELLERS

-  Barista
-  Bone Collector
-  Apprentice
-  Deviant
-  Cacklejack

FABLED

None available

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- Dawn 
- Bounty Hunter 
- Village Idiot 
- Seamstress 
- Town Crier 
- Farmer 
- Amnesiac 
- Plague Doctor 
- Barber 
- Vortex 
- No Dash!! 
- Imp 
- Scarlet Woman 
- Pit-Hag 
- Monk 
- Snake Charmer 
- Poisoner 
- Xaan 
- Philosopher 
- Bone Collector 
- Barista 
- Cacklejack 
- Dusk