




















	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Shugenja	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	King	Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Oracle	Each night*, you learn how many dead players are evil.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	Cannibal	You have the ability of the recently killed executive. If they are evil, you are poisoned until a good player dies by execution.
	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]
	Banshee	If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.




OUTSIDERS

















	Golem	You may only nominate once per game. When you do, if the nominee is not the Demon, they die.
	Plague Doctor	When you die, the Storyteller gains a Minion ability.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Zealot	If there are 5 or more players alive, you must vote for every nomination.
	Puzzlemaster	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

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	Summoner	You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Boffin	The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMONS

	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Lord of Typhon	Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

-  Dusk
-  Lord of Typhon
-  Boffin
-  Minion info
-  Summoner
-  Demon info
-  King
-  Marionette
-  Poisoner
-  Pixie
-  Investigator
-  Dreamer
-  Seamstress
-  Shugenja
-  Chambermaid
-  Dawn

FIRST NIGHT



WE'RE NOT IN TB ANYM...



JINXES



If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.



If the Cannibal gains the Zealot ability, the Cannibal learns this.



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



If the Demon has a neighbor who is alive and a Townsfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen.



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



If the Summoner creates a Lord of Typhon, the Lord of Typhon must neighbor a Minion. The other neighbor becomes a not-in-play evil Minion.

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

STIGHTEO



-  Dawn
-  Chambermaid
-  King
-  Juggler
-  Seamstress
-  Oracle
-  Dreamer
-  Choirboy
-  Banshee
-  Ojo
-  Lord of Typhon
-  Fang Gu
-  Summoner
-  Poisoner
-  Dusk