

**Knight**

You start knowing 2 players that are not the Demon.

**Grandmother**

You start knowing a good player & their character. If the Demon kills them, you die too.

**Balloonist**

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

**Monk**

Each night*, choose a player (not yourself): they are safe from the Demon tonight.

**Alsaahir**

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

**Seamstress**

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

**Artist**

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

**Cannibal**

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

**Tea Lady**

If both your alive neighbors are good, they can't die.

OUTSIDERS

**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

**Drunk**

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

**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINIONS

**Summoner**

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

**Mastermind**

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

**Boffin**

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMONS

**Kazali**

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

**Vortex**

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

**Leech**

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



Dusk



Kazali



Boffin



Minion info



Lunatic



Summoner



Demon info



Lleech



Grandmother



Seamstress



Knight



Balloonist



Dawn

FIRST NIGHT



THIS LITTLE MANUEVER



JINXES



The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.



If the Demon would have the Drunk ability, the Boffin chooses a Townsfolk player to have this ability instead.



If the Mastermind is alive and the Lleech's host dies by execution, the Lleech lives but loses their ability.

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

STHGIN RETHO



Dawn



Balloonist



Seamstress



Grandmother



Kazali



Lleech



Vortex



Lunatic



Summoner



Monk



Dusk

