




















	Chef	You start knowing how many pairs of evil players there are.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Shugenja	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Acrobat	Each night*, choose a player: if they are or become drunk or poisoned tonight, you die.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Nightwatchman	Once per game, at night, choose a player: they learn you are the Nightwatchman.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Atheist	The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]




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.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Saint	If you die by execution, your team loses.

MINIONS

	Mezephoeles	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Widow	On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

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

-  Dusk
-  Kazali
-  Minion info
-  Lunatic
-  Demon info
-  Marionette
-  Widow
-  Mezepheles
-  Librarian
-  Chef
-  Dreamer
-  Shugenja
-  Nightwatchman
-  Dawn

FIRST NIGHT



HIDDEN TRUTHS

JINXES



If the Kazali chooses to create a Marionette, they must choose one of their neighbors.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

STIGHNORTH



-  Dusk
-  Innkeeper
-  Acrobat
-  Mezepheles
-  Lunatic
-  Legion
-  Vortex
-  Kazali
-  Assassin
-  Gossip
-  Ravenkeeper
-  Dreamer
-  Nightwatchman
-  Dawn