




















	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.
	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.
	Balloonist	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	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.
	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.




OUTSIDERS

	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Sweetheart	When you die, 1 player is drunk from now on.
	Mutant	If you are “mad” about being an Outsider, you might be executed.

MINIONS

	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.
	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

	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta & “is the Demon”. Each night*, a player might die. [+1 Minion]
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]
	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
-  Philosopher
-  Minion info
-  Demon info
-  Lil' Monsta
-  Widow
-  Pixie
-  Amnesiac
-  Librarian
-  Chef
-  Empath
-  Dreamer
-  Seamstress
-  Balloonist
-  Shugenja
-  Dawn

FIRST NIGHT



TAKE THE L



JINXES



The Demon cannot have the Drunk ability.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available



STHGIN RETHO

-  Dusk
-  Philosopher
-  Acrobat
-  Legion
-  Lord of Typhon
-  Lil' Monsta
-  Assassin
-  Gossip
-  Sweetheart
-  Amnesiac
-  Empath
-  Dreamer
-  Seamstress
-  Balloonist
-  Dawn