

**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.

**Dreamer**

Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.

**Engineer**

Once per game, at night, choose which Minions or which Demon is in play.

**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.

**Banshee**

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

**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

**Godfather**

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]

**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



Demon info



Engineer



Lleech



Godfather



Grandmother



Dreamer



Seamstress



Knight



Dawn

FIRST NIGHT



## THIS LITTLE MANEUVER



### JINXES



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



If the Vortex is in play and the Demon kills the Banshee, the players still learn that the Banshee has died.



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



Seamstress



Dreamer



Grandmother



Banshee



Godfather



Kazali



Lleech



Vortex



Lunatic



Engineer



Dusk

