

**Knight**

You start knowing 2 players that are not the Demon.

**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.

**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.

**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

**Mutant**

If you are "mad" about being an Outsider, you might be executed.

## MINIONS

**Godfather**

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

**Poisoner**

Each night, choose a player: they are poisoned tonight and tomorrow day.

**Xaan**

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

**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
-  Xaan
-  Poisoner
-  Godfather
-  Pixie
-  Amnesiac
-  Librarian
-  Chef
-  Empath
-  Dreamer
-  Seamstress
-  Knight
-  Balloonist
-  Shugenja
-  Dawn

# FIRST NIGHT



## TAKE THE L



### JINXES



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

## RECOMMENDED

### TRAVELLERS

None available

### FABLED

None available

# STHGIN OR

-  Dusk
-  Philosopher
-  Xaan
-  Poisoner
-  Legion
-  Lord of Typhon
-  Lil' Monsta
-  Godfather
-  Gossip
-  Amnesiac
-  Moonchild
-  Empath
-  Dreamer
-  Seamstress
-  Balloonist
-  Dawn