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|  | 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. |

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|  | 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. |

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|  | 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. |

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|  | 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

NIGHT



NIGHT

NIGHT

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