

Steward You start knowing 1 good player.



Chef You start knowing how many pairs of evil players there are.



Bounty Hunter You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Empath Each night, you learn how many of your 2 alive neighbors are evil.



High Priestess Each night, learn which player the Storyteller believes you should talk to most.



Balloonist Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



Snake Charmer Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Oracle Each night*, you learn how many dead players are evil.



Monk Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Lycanthrope Each night*, choose an alive player. If good, they die, but they are the only player that can die tonight.



Nightwatchman Once per game, at night, choose a player: they learn who you are.



Huntsman Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Cannibal You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDERS



Acrobat Each night*, if either good living neighbor is drunk or poisoned, you die.



Ogre

Widow

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Drunk You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Damsel All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINIONS



Witch Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



Scarlet Woman If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)



Organ Grinder All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.

DEMONS



Pukka Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



No Dashii Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Vigormortis Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Ogre

Migh Priestess

Dawn

SCARY IS EXCITING



JINXES



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If the Widow is (or has been) in play, the Damsel is poisoned.





An evil Townsfolk is only created if the Bounty Hunter is still in play after the Kazali acts.





If the Kazali chooses the Damsel to become a Minion, and a Huntsman is in play, a good player becomes the Damsel.

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Scarlet Woman



Witch









TRAVELLERS

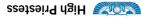
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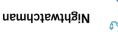
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Damsel



Huntsman

























