



















	<b>Steward</b>	You start knowing 1 good player.
	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Bounty Hunter</b>	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbors are evil.
	<b>High Priestess</b>	Each night, learn which player the Storyteller believes you should talk to most.
	<b>Balloonist</b>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	<b>Snake Charmer</b>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<b>Lycanthrope</b>	Each night*, choose an alive player. If good, they die, but they are the only player that can die tonight.
	<b>Nightwatchman</b>	Once per game, at night, choose a player: they learn who you are.
	<b>Huntsman</b>	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.





## OUTSIDERS

	<b>Acrobat</b>	Each night*, if either good living neighbor is drunk or poisoned, you die.
	<b>Ogre</b>	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Damsel</b>	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

## MINIONS

	<b>Witch</b>	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	<b>Widow</b>	On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	<b>Organ Grinder</b>	All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.

## DEMONS

	<b>Pukka</b>	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	<b>No Dashii</b>	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	<b>Kazali</b>	Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]
	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Dusk



Kazali



Minion info



Demon info



Widow



Snake Charmer



Witch



Pukka



Huntsman



Damsel



Chef



Empath



Steward



Balloonist



Bounty Hunter



Nightwatchman



Ogre



High Priestess



Dawn

FIRST

NIGHT



## SCARY IS EXCITING



### JINXES



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.

## RECOMMENDED



### TRAVELLERS

None available

### FABLED

None available

STHGIN

Dusk	
Snake Charmer	
Monk	
Witch	
Scarlet Woman	
Lycanthrope	
Pukka	
No Dashii	
Vigormortis	
Kazali	
Acrobat	
Huntsman	
Damsel	
Empath	
Oracle	
Balloonist	
Bounty Hunter	
Nightwatchman	
High Priestess	
Dawn	