






















TOWNSFOLK

	Shugenja	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Knight	You start knowing 2 players that are not the Demon.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Cult Leader	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	Oracle	Each night*, you learn how many dead players are evil.
	Engineer	Once per game, at night, choose which Minions or which Demon is in play.
	Nightwatchman	Once per game, at night, choose a player: they learn you are the Nightwatchman.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Farmer	When you die at night, an alive good player becomes a Farmer.
	Banshee	If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.





OUTSIDERS

	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Plague Doctor	When you die, the Storyteller gains a Minion ability.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Hatter	If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINIONS

	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Boomdandy	If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.
	Organ Grinder	All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.
	Boffin	The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMONS

	Yaggababble	You start knowing a secret phrase. For each time you said it publicly today, a player might die.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Dusk



Boffin



Yaggababble



Minion info



Demon info



Engineer



Organ Grinder



Witch



Librarian



Dreamer



Seamstress



Knight



Noble



Shugenja



Nightwatchman



Cult Leader



High Priestess



Dawn

FIRST

NIGHT



THE PHANTOM DETECTIV...



JINXES



If the Plague Doctor is executed and the Storyteller would gain the Boomdandy ability, the Boomdandy ability triggers immediately.



If the Demon has the Cult Leader ability, they can't turn good due to this ability.



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



STHGIN

RECOMMENDED



TRAVELLERS

None available

FABLED



Djinn

Dawn



High Priestess



Cult Leader



Nightwatchman



Seamstress



Oracle



Dreamer



Farmer



Banshee



Hatter



Yaggababble



Vigormortis



Fang Gu



Imp



Witch



Organ Grinder



Engineer



Dusk

