



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Lycanthrope

Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Monk

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



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Steward

You start knowing 1 good player.



King

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+the King]



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

OUTSIDERS



Snitch

Each Minion gets 3 bluffs.



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Mutant

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



Drunk

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

MINIONS



Poisoner

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



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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












Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]

-  Dusk
-  Boffin
-  Yaggababble
-  Minion info
-  Snitch
-  Demon info
-  King
-  Lil' Monsta
-  Xaan
-  Poisoner
-  Cerenovus
-  Harpy
-  Pixie
-  Amnesiac
-  Fortune Teller
-  Seamstress
-  Steward
-  Village Idiot
-  Spy
-  Dawn

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TRAINED KILLER



JINXES



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



If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

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-  Dawn
-  Spy
-  King
-  Village Idiot
-  Seamstress
-  Fortune Teller
-  Ravenkeeper
-  Amnesiac
-  Choirboy
-  Yaggababble
-  Lil' Monsta
-  Lycanthrope
-  Harpy
-  Cerenovus
-  Monk
-  Poisoner
-  Xaan
-  Dusk