



















## TOWNSFOLK

	<b>Steward</b>	You start knowing 1 good player.
	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Shugenja</b>	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbors are evil.
	<b>Balloonist</b>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	<b>General</b>	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	<b>Fortune Teller</b>	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	<b>Town Crier</b>	Each night*, you learn if a Minion nominated today.
	<b>Lycanthrope</b>	Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.
	<b>Alsaahir</b>	Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.
	<b>Seamstress</b>	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	<b>Huntsman</b>	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]


## OUTSIDERS

	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Damsel</b>	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.
	<b>Snitch</b>	Each Minion gets 3 bluffs.

## MINIONS

	<b>Witch</b>	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
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## DEMONS

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



Minion info



Snitch



Demon info



Lil' Monsta



Witch



Huntsman



Damsel



Librarian



Empath



Fortune Teller



Seamstress



Steward



Noble



Balloonist



Shugenja



General



Dawn

FIRST

NIGHT



## WITCH HUNT



### JINXES

None available



STHGINR EHTO



Dawn



General



Balloonist



Seamstress



Town Crier



Fortune Teller



Empath



Damsel



Huntsman



Lil' Monsta



Lycanthrope



Witch



Dusk

## RECOMMENDED



### TRAVELLERS

None available

### FABLED

None available