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


OUTSIDERS

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

MINIONS

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|  | Witch | 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

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|  | Lil' Monsta | 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
-  Fortune Teller
-  Seamstress
-  Steward
-  Noble
-  Balloonist
-  Shugenja
-  Village Idiot
-  General
-  Dawn

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WITCH HUNT



JINXES

None available

RECOMMENDED



TRAVELLERS

FABLED

None available

None available



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-  Dawn
-  General
-  Village Idiot
-  Balloonist
-  Seamstress
-  Town Crier
-  Fortune Teller
-  Damsel
-  Huntsman
-  Lil' Monsta
-  Lycanthrope
-  Witch
-  Dusk