

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.



Empath Each night, you learn how many of your 2 alive neighbors are evil.



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.



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



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



Witch Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

DEMONS



Lil' Monsta

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



Dawn



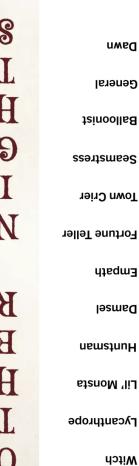
JINXES None available RECOMMENDED

TRAVELLERS

None available

WITCH HUNT

H Ð I N R H





Dusk

FABLEO

None available