
























TOwnSFOLK

	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.
	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	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
-  Poisoner
-  Godfather
-  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 Townfolk 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



Bootlegger



Djinn

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