



















	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Ballooning	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	Atheist	The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	Knight	You start knowing 2 players that are not the Demon.




OUTSIDERS





	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Golem	You may only nominate once per game. When you do, if the nominee is not the Demon, they die.
	Snitch	Each Minion gets 3 bluffs.

MINIONS

	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	Baron	There are extra Outsiders in play. [+2 Outsiders]
	Organ Grinder	All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk or not.

DEMONS

	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Kazali	Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

-  Dusk
-  Kazali
-  Apprentice
-  Barista
-  Minion info
-  Snitch
-  Demon info
-  Sailor
-  Marionette
-  Snake Charmer
-  Godfather
-  Organ Grinder
-  Pukka
-  Grandmother
-  Clockmaker
-  Knight
-  Balloonist
-  Chambermaid
-  Dawn







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CISZA OUTSIDERÓW

JINXES

-   The Marionette does not learn 3 not in-play characters. The Demon learns an extra 3 instead.
-   If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.
-   If the Kazali chooses to create a Marionette, they must choose one of their neighbors.

RECOMMENDED

TRAVELLERS

-  Apprentice
-  Barista
-  Gunslinger

FABLED

None available

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-  Dawn
-  Chambermaid
-  Balloonist
-  Grandmother
-  Professor
-  Godfather
-  Kazali
-  Fang Gu
-  Pukka
-  Exorcist
-  Organ Grinder
-  Snake Charmer
-  Innkeeper
-  Sailor
-  Barista
-  Dusk