



















	<b>Alchemist</b>	You have a not-in-play Minion ability.
	<b>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	<b>Artist</b>	Once per game, during the day, privately ask the Storyteller any yes/no question.
	<b>Atheist</b>	The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]
	<b>Balloonist</b>	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	<b>Bounty Hunter</b>	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Chambermaid</b>	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Choirboy</b>	If the Demon kills the King, you learn which player is the Demon. [+the King]
	<b>Clockmaker</b>	You start knowing how many steps from the Demon to its nearest Minion.
	<b>Courtier</b>	Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.
	<b>Cult Leader</b>	Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.


OUTSIDERS

	<b>Acrobat</b>	Each night*, if either good living neighbour is drunk or poisoned, you die.
	<b>Barber</b>	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
	<b>Butler</b>	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	<b>Damsel</b>	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINIONS

	<b>Assassin</b>	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]
	<b>Boomdandy</b>	If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies.
	<b>Cerenovus</b>	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

DEMONS

	<b>Zombuul</b>	Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.
---	----------------	--



Dusk



Alchemist



Minion info



Demon info



Courtier



Cerenovus



Damsel



Amnesiac



Chef



Butler



Clockmaker



Balloonist



Bounty Hunter



Cult Leader



Chambermaid



Dawn

FIRST

NIGHT



ABCDEFGHIJKLMNOPQRSTUVWXYZ...



### JINXES



If the Cannibal gains the Butler ability, the Cannibal learns this.



STHGIN RETHO

### RECOMMENDED



#### TRAVELLERS

#### FABLED

None available

None available

Dawn



Chambermaid



Butler



Cult Leader



Bounty Hunter



Balloonist



Amnesiac



Damsel



Choirboy



Barber



Acrobat



Assassin



Zombuul



Cerenovus



Courtier



Dusk

