






















| | | |
|--|-----------------------|---|
|  | Steward | You start knowing 1 good player. |
|  | Shugenja | You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary. |
|  | Pixie | You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die. |
|  | 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. |
|  | Monk | Each night*, choose a player (not yourself): they are safe from the Demon tonight. |
|  | Exorcist | Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight. |
|  | Gossip | Each day, you may make a public statement. Tonight, if it was true, a player dies. |
|  | Artist | Once per game, during the day, privately ask the Storyteller any yes/no question. |
|  | Seamstress | Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment. |
|  | Philosopher | Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk. |
|  | Huntsman | Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel] |
|  | Soldier | You are safe from the Demon. |





OUTSIDERS

| | | |
|---|-------------------|--|
|  | Sweetheart | When you die, 1 player is drunk from now on. |
|  | Recluse | You might register as evil & as a Minion or Demon, even if dead. |
|  | Damsel | All Minions know you are in play. If a Minion publicly guesses you (once), your team loses. |
|  | Drunk | You do not know you are the Drunk. You think you are a Townsfolk character, but you are not. |

MINIONS

| | | |
|---|------------------|--|
|  | Godfather | You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider] |
|  | Summoner | You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon] |
|  | Assassin | Once per game, at night*, choose a player: they die, even if for some reason they could not. |
|  | Goblin | If you publicly claim to be the Goblin when nominated & are executed that day, your team wins. |

DEMONS

| | | |
|---|--------------------|---|
|  | Yaggababble | You start knowing a secret phrase. For each time you said it publicly today, a player might die. |
|  | No Dashii | Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned. |
|  | Ojo | Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies. |
|  | Po | Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight. |



Dusk



Philosopher



Yaggababble



Minion info



Summoner



Demon info



Godfather



Pixie



Huntsman



Damsel



Fortune Teller



Seamstress



Steward



Shugenja



Dawn

FIRST NIGHT



THE ONES YOU LEAST E...



JINXES



If the Exorcist chooses the Yaggababble, the Yaggababble ability does not kill tonight.

RECOMMENDED



TRAVELLERS



Barista



Beggar



Bishop



Harlot



Scapegoat

FABLED

None available

STHGIN RETHO



Dawn



Seamstress



Town Crier



Fortune Teller



Damsel



Huntsman



Sweetheart



Gossip



Godfather



Assassin



Yaggababble



Ojo



No Dash!!



Po



Exorcist



Summoner



Monk



Philosopher



Dusk