THE	ONES YO	U LEAST EXPECT by Taylor & Viva La Sam	17
	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.	
Z	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.	
Q	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.	
3	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.	
Na	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.	

**DEMONS** 



Goblin

Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



## THE ONES YOU LEAST E...



## JINXES





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















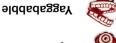
















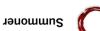










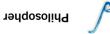


Monk

Dusk









RECOMMENDED



Barista

None available



Bishop

Beggar



Harlot



Scapegoat