






















TOWNSFOLK

	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	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.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Alsaahir	Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.
	Nightwatchman	Once per game, at night, choose a player: they learn you are the Nightwatchman.
	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.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.


OUTSIDERS




















	Ogre	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.
	Snitch	Each Minion gets 3 bluffs.
	Puzzlemaster	1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINIONS

	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Xaan	On night X, all Townsfolk are poisoned until dusk. [X Outsiders]
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	Boffin	The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMONS

	Riot	On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.
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-  Dusk
-  Boffin
-  Philosopher
-  Minion info
-  Snitch
-  Demon info
-  Marionette
-  Xaan
-  Pixie
-  Dreamer
-  Seamstress
-  Noble
-  Shugenja
-  Nightwatchman
-  Spy
-  Ogre
-  High Priestess
-  General
-  Dawn

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QUICK MATHS





JINXES

  The Spy registers as evil to the Ogre.

  The Marionette does not learn 3 not in-play characters. The Demon learns an extra 3 instead.

  The Demon cannot have the Ogre ability.

  The Demon cannot have the Politician ability.

RECOMMENDED



TRAVELLERS

None available

FABLED


None available



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Dawn 

General 

High Priestess 

Spy 


Nightwatchman 

Jugler 

Seamstress 

Dreamer 

Xaan 

Philosopher 

Dusk 