




















	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.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	Balloonist	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	King	Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.
	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.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.


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.
	Snitch	Each Minion gets 3 bluffs.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	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

	Mezephales	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	Xaan	On night X, all Townsfolk are poisoned until dusk. [X Outsiders]
	Boffin	The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS

	Leviathan	If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.
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-  Dusk
-  Boffin
-  Poppy Grower
-  Minion info
-  Snitch
-  Lunatic
-  Demon info
-  King
-  Marionette
-  Xaan
-  Snake Charmer
-  Mezepheles
-  Seamstress
-  Steward
-  Balloonist
-  Shugenja
-  Village Idiot
-  Nightwatchman
-  Ogre
-  High Priestess
-  Dawn
-  Leviathan

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If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.



The Demon cannot have the Ogre ability.



If there is a spare token, the Boffin can give the Demon the Village Idiot ability.



When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.



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 Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.

RECOMMENDED



TRAVELLERS

None available

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None available



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-  Leviathan
-  Dawn
-  High Priestess
-  Nightwatchman
-  King
-  Village Idiot
-  Balloonist
-  Seamstress
-  Lunatic
-  Mezepheles
-  Snake Charmer
-  Xaan
-  Poppy Grower
-  Dusk