






















TOWNSFOLK

	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	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.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Lycanthrope	Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.
	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.
	Soldier	You are safe from the Demon.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Minstrel	When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.

OUTSIDERS

	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINIONS

	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Widow	On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	Xaan	On night X, all Townsfolk are poisoned until dusk. [X Outsiders]
	Evil Twin	You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMONS

	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
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-  Dusk
-  Apprentice
-  Minion info
-  Lunatic
-  Demon info
-  Xaan
-  Widow
-  Snake Charmer
-  Evil Twin
-  Pixie
-  Librarian
-  Empath
-  Dreamer
-  Village Idiot
-  Nightwatchman
-  Dawn

FIRST

NIGHT



FEAR OF COMMITMENT

JINXES



If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.

RECOMMENDED

TRAVELLERS

-  Harlot
-  Gangster
-  Apprentice
-  Scapegoat
-  Gnome

FABLED



Djinn

STHGINR EHTO

-  Dusk
-  Harlot
-  Xaan
-  Snake Charmer
-  Pit-Hag
-  Lunatic
-  Lycanthrope
-  Fang Gu
-  Barber
-  Ravenkeeper
-  Empath
-  Dreamer
-  Village Idiot
-  Nightwatchman
-  Dawn