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|  | Chef | You start knowing how many pairs of evil players there are. |
|  | 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. |
|  | Balloonist | Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider] |
|  | General | Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither. |
|  | Oracle | Each night*, you learn how many dead players are evil. |
|  | Monk | Each night*, choose a player (not yourself): they are safe from the Demon tonight. |
|  | Lycanthrope | Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil. |
|  | Savant | Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false. |
|  | Seamstress | Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment. |
|  | Cannibal | You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution. |
|  | Banshee | If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination. |
|  | Poppy Grower | Minions & Demons do not know each other. If you die, they learn who each other are that night. |





OUTSIDERS














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|  | Klutz | When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses. |
|  | Saint | If you die by execution, your team loses. |
|  | Politician | If you were the player most responsible for your team losing, you change alignment & win, even if dead. |
|  | Damsel | All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses. |

MINIONS

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|  | Cerenovus | Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed. |
|  | Xaan | On night X, all Townsfolk are poisoned until dusk. [X Outsiders] |
|  | Goblin | If you publicly claim to be the Goblin when nominated & are executed that day, your team wins. |
|  | Boffin | The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which. |

DEMONS

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|  | Pukka | Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy. |
|  | No Dashii | Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned. |
|  | Imp | Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp. |
|  | Vigormortis | Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider] |

-  Dusk
-  Boffin
-  Poppy Grower
-  Minion info
-  Demon info
-  Xaan
-  Cerenovus
-  Pukka
-  Pixie
-  Damsel
-  Chef
-  Seamstress
-  Balloonist
-  High Priestess
-  General
-  Dawn

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NO RETURN POLICY



JINXES



If the Cannibal eats the Poppy Grower, then dies or loses the Poppy Grower ability, the Demon and Minions learn each other that night.



The Cerenovus may choose to make a player mad that they are the Goblin.



The Demon cannot have the Politician ability.

RECOMMENDED



TRAVELLERS

None available

FABLED



Sentinel

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-  Dawn
-  General
-  High Priestess
-  Balloonist
-  Seamstress
-  Oracle
-  Damsel
-  Banshee
-  Vigormortis
-  No Dashii
-  Pukka
-  Imp
-  Lycanthrope
-  Cerenovus
-  Monk
-  Xaan
-  Poppy Grower
-  Dusk