






















TOWNSFOLK

	Steward	You start knowing 1 good player.
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Chef	You start knowing how many pairs of evil players there are.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	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]
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	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.


OUTSIDERS

	Hermit	You have all Outsider abilities. [-0 or -1 Outsider]
	Ogre	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Mutant	If you are "mad" about being an Outsider, you might be executed.

MINIONS

	Mezepheles	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS

	Riot	On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.
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-  Dusk
-  Minion info
-  Demon info
-  Marionette
-  Poisoner
-  Mezepheles
-  Chef
-  Empath
-  Seamstress
-  Steward
-  Noble
-  Balloonist
-  Village Idiot
-  Spy
-  Ogre
-  High Priestess
-  Mathematician
-  Dawn

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JINXES



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



The Spy registers as evil to the Ogre.



If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.

RECOMMENDED

TRAVELLERS



Gangster



Matron



Scapegoat



Deviant



Cacklejack

FABLED



Djinn

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Dawn



Mathematician



High Priestess



Spy



Village Idiot



Balloonist



Seamstress



Empath



Mezepheles



Poisoner



Cacklejack



Dusk

