



TOWNSFOLK

	Steward	You start knowing 1 good player.
	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	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]
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Nightwatchman	Once per game, at night, choose a player: they learn who you are.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Tea Lady	If both your alive neighbors are good, they can't die.
	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






















	Ogre	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	Butler	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	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.
	Damsel	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINIONS

	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.

DEMONS

	Leech	Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.
	Lord Of Typhon	Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

-  Dusk
-  Lord Of Typhon
-  Minion info
-  Demon info
-  Leech
-  Devil's Advocate
-  Witch
-  Pixie
-  Huntsman
-  Damsel
-  Amnesiac
-  Butler
-  Grandmother
-  Seamstress
-  Steward
-  Balloonist
-  Bounty Hunter
-  Nightwatchman
-  Ogre
-  High Priestess
-  Dawn



FIRST NIGHT



JINXES

  If the Cannibal gains the Butler ability, the Cannibal learns this.

  If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

  If the Pit-Hag turns an evil player into the Ogre, they can't turn good due to their own ability.

RECOMMENDED

TRAVELLERS

None available

FABLED



Revolutionary

STIGHTRIGHT

-  Dusk
-  Gambler
-  Devil's Advocate
-  Witch
-  Pit-Hag
-  Vortex
-  Lord Of Typhon
-  Leech
-  Assassin
-  Huntsman
-  Damsel
-  Amnesiac
-  Grandmother
-  Seamstress
-  Balloonist
-  Bounty Hunter
-  Nightwatchman
-  Butler
-  High Priestess
-  Dawn