






















TOWNSFOLK

	Steward	You start knowing 1 good player.
	Knight	You start knowing 2 players that are not the Demon.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	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.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	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.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	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.
	Farmer	If you die at night, an alive good player becomes a Farmer.
	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.
	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Harpy	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Mezephales	You start knowing a secret word. The 1st good player to say this word becomes evil that night.

DEMONS

	Kazali	Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

-  Dusk
-  Kazali
-  Minion info
-  Demon info
-  Poisoner
-  Snake Charmer
-  Harpy
-  Mezepheles
-  Amnesiac
-  Fortune Teller
-  Seamstress
-  Steward
-  Knight
-  Village Idiot
-  Spy
-  Ogre
-  High Priestess
-  Dawn

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ONE IN ONE OUT

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 Kazali chooses the Goon to become a Minion, remaining Minion choices are decided by the Storyteller.

RECOMMENDED

TRAVELLERS

None available

FABLED



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-  Dawn
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-  Dusk