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|  | Steward | You start knowing 1 good player. |
|  | Noble | You start knowing 3 players, 1 and only 1 of which is evil. |
|  | Balloonist | Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider] |
|  | High Priestess | Each night, learn which player the Storyteller believes you should talk to most. |
|  | Chambermaid | Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability. |
|  | Innkeeper | Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk. |
|  | Acrobat | Each night*, choose a player: if they are or become drunk or poisoned tonight, you die. |
|  | Town Crier | Each night*, you learn if a Minion nominated today. |
|  | Gossip | Each day, you may make a public statement. Tonight, if it was true, a player dies. |
|  | Savant | Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false. |
|  | Fisherman | Once per game, during the day, visit the Storyteller for some advice to help your team win. |
|  | Nightwatchman | Once per game, at night, choose a player: they learn you are the Nightwatchman. |
|  | Princess | On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight. |





OUTSIDERS




















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|  | 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. |
|  | Tinker | You might die at any time. |
|  | Drunk | You do not know you are the Drunk. You think you are a Townsfolk character, but you are not. |

MINIONS

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|  | Widow | On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play. |
|  | Godfather | You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider] |
|  | Harpy | Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die. |
|  | Assassin | Once per game, at night*, choose a player: they die, even if for some reason they could not. |

DEMONS

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|  | Lil' Monsta | Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion] |
|  | Pukka | Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy. |
|  | Shabaloth | Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated. |
|  | Riot | On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen. |

-  Dusk
-  Bureaucrat
-  Thief
-  Minion info
-  Demon info
-  Lil' Monsta
-  Widow
-  Godfather
-  Harpy
-  Pukka
-  Butler
-  Steward
-  Noble
-  Balloonist
-  Nightwatchman
-  Ogre
-  High Priestess
-  Chambermaid
-  Dawn

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CONJECTURES OF A CON...






JINXES



If Riot is in play, the Innkeeper-protected player is safe from all evil abilities.

RECOMMENDED

TRAVELLERS

-  Bureaucrat
-  Gnome
-  Thief
-  Matron
-  Deviant

FABLED

-  Djinn
-  Bootlegger

- Dawn 
- Chambermaid 
- High Priestess 
- Butler 
- Nightwatchman 
- Balloonist 
- Town Crier 
- Tinker 
- Gossip 
- Godfather 
- Assassin 
- Lil' Monsta 
- Shaloth 
- Pukka 
- Princess 
- Harpy 
- Acrobat 
- Innkeeper 
- Thief 
- Bureaucrat 
- Dusk 



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