



















	Undertaker	Each night*, you learn which character died by execution today.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	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.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	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 you are the Nightwatchman.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Atheist	The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]





OUTSIDERS

	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Ogre	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Fearmonger	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	Mezephales	You start knowing a secret word. The 1st good player to say this word becomes evil that night.

DEMONS

	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Kazali	Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]
	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
-  Philosopher
-  Poppy Grower
-  Minion info
-  Lunatic
-  Demon info
-  Poisoner
-  Witch
-  Fearmonger
-  Mezepheles
-  Amnesiac
-  Librarian
-  Fortune Teller
-  Noble
-  Village Idiot
-  Nightwatchman
-  Ogre
-  Dawn

FIRST NIGHT



OJALA ME TOQUE



JINXES

None available

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

STHGIN OR

-  Dusk
-  Philosopher
-  Poppy Grower
-  Poisoner
-  Gambler
-  Witch
-  Fearmonger
-  Mezepheles
-  Lunatic
-  Imp
-  Fang Gu
-  Ojo
-  Kazali
-  Professor
-  Amnesiac
-  Ravenkeeper
-  Fortune Teller
-  Undertaker
-  Village Idiot
-  Nightwatchman
-  Dawn