



















	Knight	You start knowing 2 players that are not the Demon.
	Chef	You start knowing how many pairs of evil players there are.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Oracle	Each night*, you learn how many dead players are evil.
	Undertaker	Each night*, you learn which character died by execution today.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Alchemist	You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.
	Pacifist	Executed good players might not die.





OUTSIDERS

	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Damsel	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.
	Heretic	Whoever wins, loses & whoever loses, wins, even if you are dead.

MINIONS

	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Wizard	Once per game, choose to make a wish. If granted, it might have a price and leave a clue as to its nature.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Vizier	All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

-  Dusk
-  Philosopher
-  Alchemist
-  Magician
-  Minion info
-  Lunatic
-  Demon info
-  Wizard
-  Devil's Advocate
-  Huntsman
-  Damsel
-  Amnesiac
-  Librarian
-  Chef
-  Knight
-  Dawn
-  Vizier

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JINXES



If the Vizier and Magician are both in play, the Demon does not learn the Minions.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available



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- Dusk 
- Philosopher 
- Wizard 
- Devil's Advocate 
- Lunatic 
- Legion 
- Imp 
- Vortex 
- Vigormortis 
- Huntsman 
- Damsel 
- Amnesiac 
- Undertaker 
- Oracle 
- Dawn 