



















	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Clockmaker</b>	You start knowing how many steps from the Demon to its nearest Minion.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>High Priestess</b>	Each night, learn which player the Storyteller believes you should talk to most.
	<b>Acrobat</b>	Each night*, choose a player: if they are or become drunk or poisoned tonight, you die.
	<b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>Nightwatchman</b>	Once per game, at night, choose a player: they learn you are the Nightwatchman.
	<b>Artist</b>	Once per game, during the day, privately ask the Storyteller any yes/no question.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	<b>Farmer</b>	When you die at night, an alive good player becomes a Farmer.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.




## OUTSIDERS

	<b>Sweetheart</b>	When you die, 1 player is drunk from now on.
	<b>Hatter</b>	If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.
	<b>Mutant</b>	If you are “mad” about being an Outsider, you might be executed.
	<b>Politician</b>	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

## MINIONS

	<b>Wizard</b>	Once per game, choose to make a wish. If granted, it might have a price and leave a clue as to its nature.
	<b>Xaan</b>	On night X, all Townsfolk are poisoned until dusk. [X Outsiders]
	<b>Boomdandy</b>	If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

## DEMONS

	<b>Pukka</b>	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Kazali</b>	Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

-  Dusk
-  Kazali
-  Minion info
-  Demon info
-  Xaan
-  Wizard
-  Pukka
-  Amnesiac
-  Librarian
-  Chef
-  Clockmaker
-  Noble
-  Nightwatchman
-  High Priestess
-  Dawn

FIRST NIGHT



OFF TO SEE THE WIZAR...



JINXES

None available

RECOMMENDED

TRAVELLERS

None available

FABLED

None available



STHGIN TO

-  Dusk
-  Xaan
-  Wizard
-  Acrobat
-  Scarlet Woman
-  Imp
-  Pukka
-  Kazali
-  Hatter
-  Sweetheart
-  Amnesiac
-  Farmer
-  Ravenkeeper
-  Nightwatchman
-  High Priestess
-  Dawn