






















TOWNSFOLK

	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Shugenja	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	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.
	Town Crier	Each night*, you learn if a Minion nominated today.
	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.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Alsaahir	Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.
	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.
	Soldier	You are safe from the Demon.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.




OUTSIDERS

	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Mutant	If you are “mad” about being an Outsider, you might be executed.
	Damsel	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

MINIONS

	Mezepheles	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	Cerenovus	Each night, choose a player & a good character: they are “mad” they are this character tomorrow, or might be executed.
	Summoner	You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]
	Baron	There are extra Outsiders in play. [+2 Outsiders]

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.



Dusk



Philosopher



Minion info



Summoner



Demon info



Cerenovus



Mezepheles



Huntsman



Damsel



Librarian



Fortune Teller



Shugenja



Dawn

FIRST NIGHT



COUNCIL OF THE DEAD



JINXES

None available

RECOMMENDED



TRAVELLERS

None available

FABLED



Djinn

STHGIN RETHO



Dawn



Oracle



Town Crier



Fortune Teller



Damsel



Huntsman



Vigormortis



Vortex



Imp



Summoner



Mezepheles



Cerenovus



Monk



Philosopher



Dusk