























TOWNSFOLK

	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Engineer	Once per game, at night, choose which Minions or which Demon is in play.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	Alchemist	You have a not-in-play Minion ability.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Banshee	If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.




OUTSIDERS

	Tinker	You might die at any time.
	Heretic	Whoever wins, loses & whoever loses, wins, even if you are dead.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Hatter	If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINIONS

	Harpy	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.
	Psychopath	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Vizier	All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.
	Boomdandy	If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies.

DEMONS

	Kazali	Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]
	Shabalothe	Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Dusk



Kazali



Alchemist



Poppy Grower



Minion info



Demon info



Engineer



Snake Charmer



Harpy



Pixie



Librarian



Village Idiot



Bounty Hunter



Dawn



Vizier

FIRST

NIGHT



THINKING IS CHEATING



JINXES



If the Alchemist has the Vizier ability, they may only choose to execute immediately if three or more players voted, regardless of those players' alignment.



An evil Townsfolk is only created if the Bounty Hunter is still in play after the Kazali acts.



If the Vortex is in play and the Demon kills the Banshee, the players still learn that the Banshee has died.

RECOMMENDED



TRAVELLERS

None available

FABLED



Sentinel

STHGIN RETHO



Dawn



Bounty Hunter



Village Idiot



Tinker



Professor



Banshee



Hatter



Kazali



Vortex



Shabaloth



Harpy



Snake Charmer



Engineer



Poppy Grower



Dusk

