











TOWNSFOLK

	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Lycanthrope	Each night*, choose an alive player. If good, they die, but they are the only player that can die tonight.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

OUTSIDERS

	Damsel	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS

	Summoner	You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS

	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
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-  Dusk
-  Minion info
-  Lunatic
-  Summoner
-  Demon info
-  Sailor
-  Huntsman
-  Damsel
-  Librarian
-  Dreamer
-  Dawn

FIRST NIGHT



DISTRESS AND DISTRUS...



JINXES

None available

RECOMMENDED



TRAVELLERS

None available

FABLED



Duchess



STHGIN TO

-  Dusk
-  Sailor
-  Innkeeper
-  Summoner
-  Lunatic
-  Lycanthrope
-  Vortex
-  Huntsman
-  Damsel
-  Dreamer
-  Dawn