



















	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.)
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Balloonist	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	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.
	Lycanthrope	Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Farmer	When you die at night, an alive good player becomes a Farmer.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.





OUTSIDERS

	Hermit	You have all Outsider abilities. [-0 or -1 Outsider]
	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.
	Hatter	If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS

	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

-  Dusk
-  Minion info
-  Demon info
-  Poisoner
-  Cerenovus
-  Librarian
-  Chef
-  Empath
-  Fortune Teller
-  Balloonist
-  General
-  Dawn

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TROUBLE IN WHOVILLE



JINXES



The Cerenovus may choose to make a player mad that they are the Goblin.



If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.

RECOMMENDED







TRAVELLERS

None available

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None available

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-  Dusk
-  Poisoner
-  Cerenovus
-  Scarlet Woman
-  Lycanthrope
-  Imp
-  Fang Gu
-  No Dashi!
-  Ojo
-  Hatter
-  Farmer
-  Empath
-  Fortune Teller
-  Town Crier
-  Oracle
-  Balloonist
-  General
-  Dawn