



TOWNSFOLK

**Shugenja**

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

**Snake Charmer**

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

**King**

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.

**Savant**

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

**Artist**

Once per game, during the day, privately ask the Storyteller any yes/no question.

**Amnesiac**

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

OUTSIDERS

**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

**Mutant**

If you are “mad” about being an Outsider, you might be executed.

MINIONS

**Cerenovus**

Each night, choose a player & a good character: they are “mad” they are this character tomorrow, or might be executed.

**Widow**

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMONS

**Leviathan**

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

-  Dusk
-  Minion info
-  Lunatic
-  Demon info
-  King
-  Widow
-  Snake Charmer
-  Cerenovus
-  Amnesiac
-  Shugenja
-  Dawn
-  Leviathan

FIRST NIGHT



ANTI SPIRAL



JINXES



If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.

RECOMMENDED



TRAVELLERS

None available

FABLED



Djinn



Sentinel

SHUGENJA



-  Dusk
-  Snake Charmer
-  Cerenovus
-  Lunatic
-  Amnesiac
-  King
-  Dawn
-  Leviathan