























## TOWNSFOLK

	<b>High Priestess</b>	Each night, learn which player the Storyteller believes you should talk to most.
	<b>General</b>	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	<b>Village Idiot</b>	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	<b>Cult Leader</b>	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	<b>Gossip</b>	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	<b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>Alsaahir</b>	Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.
	<b>Professor</b>	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	<b>Artist</b>	Once per game, during the day, privately ask the Storyteller any yes/no question.
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Fisherman</b>	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	<b>Juggler</b>	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.




## OUTSIDERS

	<b>Moonchild</b>	When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.
	<b>Mutant</b>	If you are "mad" about being an Outsider, you might be executed.
	<b>Zealot</b>	If there are 5 or more players alive, you must vote for every nomination.

## MINIONS

	<b>Harpy</b>	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
	<b>Cerenovus</b>	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	<b>Psychopath</b>	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
	<b>Evil Twin</b>	You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.
	<b>Goblin</b>	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

## DEMONS

	<b>Yaggababble</b>	You start knowing a secret phrase. For each time you said it publicly today, a player might die.
	<b>Shabaloth</b>	Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.
	<b>Al-Hadikhia</b>	Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Dusk



Yaggababble



Minion info



Demon info



Evil Twin



Cerenovus



Harpy



Amnesiac



Village Idiot



Cult Leader



High Priestess



General



Dawn

FIRST NIGHT



## PLEASE SHUT THE FUCK...

### JINXES



If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.



If the Cannibal gains the Zealot ability, the Cannibal learns this.



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

### RECOMMENDED

#### TRAVELLERS

None available

#### FABLED



Sentinel

STHGINR EHT O

- Dusk
- Cerenovus
- Harpy
- Shabaloith
- Al-Hadikhia
- Yaggababble
- Gossip
- Professor
- Amnesiac
- Moonchild
- Juggler
- Village Idiot
- Cult Leader
- High Priestess
- General
- Dawn