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|  | Chef | You start knowing how many pairs of evil players there are. |
|  | Pixie | You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die. |
|  | Dreamer | Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct. |
|  | Snake Charmer | Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned. |
|  | Savant | Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false. |
|  | Amnesiac | You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are. |
|  | Juggler | On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct. |
|  | Slayer | Once per game, during the day, publicly choose a player: if they are the Demon, they die. |
|  | Philosopher | Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk. |
|  | Sage | If the Demon kills you, you learn that it is 1 of 2 players. |
|  | Farmer | When you die at night, an alive good player becomes a Farmer. |
|  | Virgin | The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately. |
|  | Mayor | If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead. |



OUTSIDERS

| | | |
|--|---------------|--|
|  | Tinker | You might die at any time. |
|  | Mutant | If you are "mad" about being an Outsider, you might be executed. |
|  | Klutz | When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses. |
|  | Golem | You may only nominate once per game. When you do, if the nominee is not the Demon, they die. |

MINIONS

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|--|------------------|--|
|  | 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. |
|  | Pit-Hag | Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary. |
|  | Baron | There are extra Outsiders in play. [+2 Outsiders] |
|  | Goblin | If you publicly claim to be the Goblin when nominated & are executed that day, your team wins. |

DEMONS

| | | |
|--|--------------------|--|
|  | Imp | Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp. |
|  | Al-Hadikhia | 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



Philosopher



Minion info



Demon info



Poisoner



Snake Charmer



Cerenovus



Pixie



Amnesiac



Chef



Dreamer



Dawn

FIRST NIGHT



THE BARON IS HERE



JINXES



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

RECOMMENDED



TRAVELLERS

None available

FABLED

None available



STHGIN OR



Dawn



Jugler



Dreamer



Tinker



Farmer



Amnesiac



Sage



Al-Hadikhia



Imp



Pit-Hag



Cerenovus



Snake Charmer



Poisoner



Philosopher



Dusk