




















	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

	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