






















TOWNSFOLK

	Balloonist	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Flowergirl	Each night*, you learn if a Demon voted today.
	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.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Chef	You start knowing how many pairs of evil players there are.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.


OUTSIDERS

	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Damsel	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.
	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

	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Mezephales	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Cerenovus	Each night, choose a player & a good character: they are “mad” they are this character tomorrow, or might be executed.

DEMONS

	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
-  Lunatic
-  Demon info
-  Godfather
-  Cerenovus
-  Mezepheles
-  Pixie
-  Damsel
-  Librarian
-  Chef
-  Empath
-  Fortune Teller
-  Balloonist
-  Village Idiot
-  Bounty Hunter
-  Chambermaid
-  Dawn

FIRST NIGHT



DO WE HAVE ANY OUTSI...

JINXES



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

RECOMMENDED

TRAVELLERS
















None available

FABLED



Sentinel

STHGIN OR

-  Dusk
-  Gambler
-  Cerenovus
-  Mezepheles
-  Scarlet Woman
-  Lunatic
-  Fang Gu
-  Godfather
-  Gossip
-  Damsel
-  Empath
-  Fortune Teller
-  Flowergirl
-  Balloonist
-  Village Idiot
-  Bounty Hunter
-  Chambermaid
-  Dawn