























TOwnSFOLK

	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Shugenja	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Balloonist	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	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.
	Town Crier	Each night*, you learn if a Minion nominated today.
	Undertaker	Each night*, you learn which character died by execution today.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Farmer	When you die at night, an alive good player becomes a Farmer.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.




OUTSIDERS

	Butler	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Damsel	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

MINIONS

	Mezephales	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Fearmonger	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Baron	There are extra Outsiders in play. [+2 Outsiders]

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Dusk



Minion info



Demon info



Poisoner



Fearmonger



Mezepheles



Pixie



Damsel



Amnesiac



Librarian



Fortune Teller



Butler



Balloonist



Shugenja



General



Dawn

FIRST

NIGHT



THE RIVER STYX



JINXES

None available

RECOMMENDED



TRAVELLERS

None available

FABLED



Bootlegger



Ferryman

STHGINORTH

- Dusk
- Poisoner
- Fearmonger
- Mezepheles
- Scarlet Woman
- Imp
- Vigormortis
- Ojo
- Damsel
- Amnesiac
- Farmer
- Fortune Teller
- Undertaker
- Town Crier
- Balloonist
- Butler
- General
- Dawn