




















	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Shugenja</b>	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	<b>Fortune Teller</b>	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	<b>Town Crier</b>	Each night*, you learn if a Minion nominated today.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<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>Philosopher</b>	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	<b>Huntsman</b>	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	<b>Fisherman</b>	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	<b>Soldier</b>	You are safe from the Demon.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.




## OUTSIDERS

	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Mutant</b>	If you are “mad” about being an Outsider, you might be executed.
	<b>Damsel</b>	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

## MINIONS

	<b>Mezephales</b>	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	<b>Cerenovus</b>	Each night, choose a player & a good character: they are “mad” they are this character tomorrow, or might be executed.
	<b>Summoner</b>	You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]

## DEMONS

	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	<b>Vortex</b>	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Dusk



Philosopher



Minion info



Summoner



Demon info



Cerenovus



Mezepheles



Huntsman



Damsel



Librarian



Fortune Teller



Shugenja



Dawn

F  
I  
R  
S  
T

N  
I  
G  
H  
T



## COUNCIL OF THE DEAD



JINXES

None available

## RECOMMENDED



TRAVELLERS

FABLED

None available

None available



S  
T  
H  
G  
I  
N  
N  
R  
E  
H  
T  
O

Dawn



Oracle



Town Crier



Fortune Teller



Damsel



Huntsman



Vigormortis



Vortex



Imp



Summoner



Scarlet Woman



Mezepheles



Cerenovus



Monk



Philosopher



Dusk

