



















	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	King	Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Cult Leader	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Sage	If the Demon kills you, you learn that it is 1 of 2 players.
	Farmer	If you die at night, an alive good player becomes a Farmer.
	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]





OUTSIDERS

	Mutant	If you are “mad” about being an Outsider, you might be executed.
	Damsel	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

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.
	Baron	There are extra Outsiders in play. [+2 Outsiders]
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS

	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

-  Magician
-  Minion info
-  Demon info

-  King

-  Marionette

-  Poisoner

-  Snake Charmer

-  Cerenovus

-  Pukka

-  Pixie

-  Huntsman

-  Damsel

-  Amnesiac

-  Librarian



-  Cult Leader



-  General

-  Dawn

First Night

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  The Marionette does not learn that a Damsel is in play.

  If the Marionette thinks that they are the Huntsman, the Damsel was added.

Deceit and Decadence v...

Other Nights

-  Dusk
-  Poisoner
-  Snake Charmer
-  Cerenovus
-  Legion
-  Pukka
-  Vortex
-  Vigormortis
-  Sage
-  Choirboy
-  Huntsman
-  Damsel
-  Amnesiac
-  Farmer
-  Ravenkeeper
-  King
-  Cult Leader
-  General
-  Dawn