




















	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Knight	You start knowing 2 players that are not the Demon.
	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.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	King	Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]
	Flowergirl	Each night*, you learn if a Demon voted today.
	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.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Alchemist	You have a not-in-play Minion ability.




OUTSIDERS







	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS

	Vizier	All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Boomdandy	If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies.
	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	Harpy	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.

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.
	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta's token & "is the demon". A player dies each night*. [+1 Minion]

-  Alchemist
-  Minion info
-  Lunatic
-  Demon info
-  King
-  Lil' Monsta
-  Cerenovus
-  Harpy
-  Fortune Teller
-  Dreamer
-  Knight
-  Noble
-  Dawn
-  Vizier

FIRST

NIGHT



MAD, MOODY EYE



JINXES



If the Alchemist has the Vizier ability, they may only choose to execute immediately if three or more players voted, regardless of those players' alignment.



The Cerenovus may choose to make a player mad that they are the Goblin.



The Vizier can die by execution if they are babysitting Lil' Monsta.

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

STHGIN RETHO

- Dawn 
- King 
- Flowergirl 
- Dreamer 
- Fortune Teller 
- Farmer 
- Choirboy 
- Sage 
- Lil' Monsta 
- Ojo 
- Imp 
- Lunatic 
- Harpy 
- Cerenovus 
- Monk 
- Dusk 