

TOWNSFOLK



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Empath

Each night, you learn how many of your 2 alive neighbors are evil.



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Goblin








If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

-  Minion info
-  Lunatic
-  Demon info
-  Cerenovus
-  Pixie
-  Empath
-  Dawn

FIRST NIGHT



DON'T FORGET TO NAME Y...



JINXES



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

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

STHGIN RETHO



-  Dusk
-  Cerenovus
-  Lunatic
-  Ojo
-  Ravenkeeper
-  Empath
-  Jugler
-  Dawn