
















	Chef	You start knowing how many pairs of evil players there are.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	Oracle	Each night*, you learn how many dead players are evil.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Alchemist	You have a not-in-play Minion ability.
	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.





OUTSIDERS















	Puzzlemaster	1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Heretic	Whoever wins, loses & whoever loses, wins, even if you are dead.
	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.
	Mezephheles	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	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.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

-  Alchemist
-  Poppy Grower
-  Magician
-  Minion info
-  Lunatic
-  Demon info
-  Marionette
-  Cerenovus
-  Mezepheles
-  Pukka
-  Librarian
-  Chef
-  Bounty Hunter
-  Dawn

FIRST NIGHT



EVERYBODY'S EVIL



JINXES



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



When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

STHGIN RETHO



-  Dawn
-  Bounty Hunter
-  Oracle
-  Vigormortis
-  Pukka
-  Imp
-  Legion
-  Lunatic
-  Mezepheles
-  Cerenovus
-  Poppy Grower
-  Dusk