



















	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	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.
	Preacher	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
	Town Crier	Each night*, you learn if a Minion nominated today.
	Oracle	Each night*, you learn how many dead players are evil.
	Undertaker	Each night*, you learn which character died by execution today.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.





OUTSIDERS












	Damsel	All Minions know a Damsel is 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.
	Mutant	If you are “mad” about being an Outsider, you might be executed.
	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

MINIONS

	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Mezephales	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	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.

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]
	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.

-  Dusk
-  Minion info
-  Demon info
-  Preacher
-  Poisoner
-  Godfather
-  Cerenovus
-  Mezepheles
-  Pukka
-  Pixie
-  Huntsman
-  Damsel
-  Librarian
-  Dreamer
-  Seamstress
-  Noble
-  Dawn

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HIDE AND SEEK



JINXES

None available



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-  Dawn
-  Seamstress
-  Oracle
-  Town Crier
-  Dreamer
-  Undertaker
-  Ravenkeeper
-  Damsel
-  Huntsman
-  Godfather
-  Ojo
-  Vigormortis
-  Pukka
-  Imp
-  Mezepheles
-  Cerenovus
-  Poisoner
-  Preacher
-  Dusk

RECOMMENDED



TRAVELLERS

FABLED

None available

None available