




















	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Shugenja	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	Balloonist	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Town Crier	Each night*, you learn if a Minion nominated today.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Courtier	Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.
	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.


OUTSIDERS




















	Mutant	If you are “mad” about being an Outsider, you might be executed.
	Damsel	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

	Cerenovus	Each night, choose a player & a good character: they are “mad” they are this character tomorrow, or might be executed.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Baron	There are extra Outsiders in play. [+2 Outsiders]
	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

	Leviathan	If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.
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-  Dusk
-  Magician
-  Minion info
-  Lunatic
-  Demon info
-  Marionette
-  Courtier
-  Snake Charmer
-  Cerenovus
-  Damsel
-  Amnesiac
-  Librarian
-  Investigator
-  Dreamer
-  Seamstress
-  Balloonist
-  Shugenja
-  Dawn
-  Leviathan

FIRST NIGHT



HAROLD HOLT'S REVENGE...

JINXES

-   The Cerenovus may choose to make a player mad that they are the Goblin.
-   If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.
-   If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.
-   If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.
-   The Marionette does not learn that a Damsel is in play.
-   After day 5, the Pit-Hag cannot choose Leviathan.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

STHGIN TO

-  Leviathan
-  Dawn
-  Balloonist
-  Seamstress
-  Town Crier
-  Dreamer
-  Amnesiac
-  Damsel
-  Lunatic
-  Pit-Hag
-  Cerenovus
-  Snake Charmer
-  Courtier
-  Dusk