

**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.

**General**

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

**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.

**Oracle**

Each night*, you learn how many dead players are evil.

**Monk**

Each night*, choose a player (not yourself): they are safe from the Demon tonight.

**Seamstress**

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

**Philosopher**

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

**Magician**

The Demon thinks you are a Minion. Minions think you are a Demon.

**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.

**Cannibal**

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDERS

**Recluse**

You might register as evil & as a Minion or Demon, even if dead.

**Drunk**

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

**Politician**

If you were the player most responsible for your team losing, you change alignment & win, even if 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.

**Baron**

There are extra Outsiders in play. [+2 Outsiders]

**Mezepheles**

You start knowing a secret word. The 1st good player to say this word becomes evil that night.

**Marionette**

You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

















DEMONS

**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]

-  Dusk
-  Philosopher
-  Magician
-  Minion info
-  Lunatic
-  Demon info
-  Marionette
-  Cerenovus
-  Mezepheles
-  Pixie
-  Librarian
-  Fortune Teller
-  Seamstress
-  Noble
-  General
-  Dawn

FIRST NIGHT



TRUST



JINXES

None available

RECOMMENDED


TRAVELLERS

None available

FABLED

None available

STHGIN OR

-  Dusk
-  Philosopher
-  Monk
-  Cerenovus
-  Mezepheles
-  Lunatic
-  Imp
-  Vigormortis
-  Ravenkeeper
-  Fortune Teller
-  Oracle
-  Seamstress
-  General
-  Dawn