






















TOWNSFOLK

	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Balloonist	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	Preacher	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	King	Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.
	Cult Leader	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	Oracle	Each night*, you learn how many dead players are evil.
	Lycanthrope	Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]





OUTSIDERS

	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Zealot	If there are 5 or more players alive, you must vote for every nomination.
	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.

MINIONS

	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	Fearmonger	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS

	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]
	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Lord of Typhon	Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

-  Dusk
-  Lord of Typhon
-  Minion info
-  Demon info
-  King
-  Preacher
-  Lil' Monsta
-  Witch
-  Cerenovus
-  Fearmonger
-  Pixie
-  Seamstress
-  Noble
-  Balloonist
-  Village Idiot
-  Cult Leader
-  Dawn

FIRST

NIGHT



WHOSE CULT IS IT ANY...

JINXES



If the Cannibal gains the Zealot ability, the Cannibal learns this.



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

RECOMMENDED

TRAVELLERS



Harlot



Butcher



Bone Collector



Beggar



Bishop

FABLED



Storm Catcher

STHGIN RETHO

-  Dusk
-  Harlot
-  Bone Collector
-  Preacher
-  Witch
-  Cerenovus
-  Fearmonger
-  Lycanthrope
-  Fang Gu
-  No Dashi
-  Lord of Typhon
-  Lil' Monsta
-  Choirboy
-  Oracle
-  Seamstress
-  Balloonist
-  Village Idiot
-  King
-  Cult Leader
-  Dawn