























| | | |
|--|-----------------------|---|
|  | 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.) |
|  | Shugenja | You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary. |
|  | High Priestess | Each night, learn which player the Storyteller believes you should talk to most. |
|  | Ballooner | Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider] |
|  | Village Idiot | Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk] |
|  | 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. |
|  | Monk | Each night*, choose a player (not yourself): they are safe from the Demon tonight. |
|  | Oracle | Each night*, you learn how many dead players are evil. |
|  | Seamstress | Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment. |
|  | Alsaahir | Each day, if you publicly guess which players are Minion(s) and which are Demon(s) , good wins. |
|  | Banshee | If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination. |
|  | 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

















| | | |
|--|---------------------|--|
|  | Hermit | You have all Outsider abilities. [-0 or -1 Outsider] |
|  | 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

| | | |
|--|------------------|--|
|  | Cerenovus | Each night, choose a player & a good character: they are “mad” they are this character tomorrow, or might be executed. |
|  | Poisoner | Each night, choose a player: they are poisoned tonight and tomorrow day. |
|  | Wraith | You may choose to open your eyes at night. You wake when other evil players do. |
|  | Wizard | Once per game, choose to make a wish. If granted, it might have a price and leave a clue as to its nature. |
|  | Witch | Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability. |

DEMONS

| | | |
|--|-----------------------|---|
|  | 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] |
|  | Fang Gu | Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider] |
|  | Vigormortis | Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider] |

-  Dusk
-  Wraith
-  Lord of Typhon
-  Minion info
-  Demon info
-  Poisoner
-  Wizard
-  Witch
-  Cerenovus
-  Librarian
-  Fortune Teller
-  Seamstress
-  Noble
-  Balloonist
-  Shugenja
-  Village Idiot
-  High Priestess
-  Dawn

FIRST NIGHT



IRRATIONAL BEHAVIOUR

JINXES



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

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

STHGIN O

-  Dusk
-  Wraith
-  Poisoner
-  Wizard
-  Monk
-  Witch
-  Cerenovus
-  Fang Gu
-  Lord of Typhon
-  Vigormortis
-  Banshee
-  Fortune Teller
-  Oracle
-  Seamstress
-  Balloonist
-  Village Idiot
-  High Priestess
-  Dawn