






















TOwnSFOLK

	<b>Steward</b>	You start knowing 1 good player.
	<b>Pixie</b>	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	<b>Balloonist</b>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	<b>General</b>	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>Philosopher</b>	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	<b>Huntsman</b>	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Princess</b>	On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.
	<b>Alchemist</b>	You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.





OUTSIDERS

	<b>Ogre</b>	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Mutant</b>	If you are "mad" about being an Outsider, you might be executed.
	<b>Damsel</b>	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

MINIONS

	<b>Harpy</b>	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
	<b>Cerenovus</b>	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	<b>Psychopath</b>	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
	<b>Vizier</b>	All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMONS

	<b>Pukka</b>	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	<b>Ojo</b>	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	<b>Kazali</b>	Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]
	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

-  Dusk
-  Kazali
-  Philosopher
-  Alchemist
-  Minion info
-  Demon info
-  Cerenovus
-  Harpy
-  Pukka
-  Pixie
-  Huntsman
-  Damsel
-  Amnesiac
-  Steward
-  Balloonist
-  Ogre
-  General
-  Dawn
-  Vizier

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## PUNCHY



### JINXES



If the Cannibal nominated & executed the Princess today, the Demon doesn't kill tonight.



If the Kazali chooses the Damsel to become a Minion, and a Huntsman is in play, a good player becomes the Damsel.

## RECOMMENDED

### TRAVELLERS

None available

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-  Dawn
-  General
-  Balloonist
-  Amnesiac
-  Damsel
-  Huntsman
-  Kazali
-  Ojo
-  Vigormortis
-  Pukka
-  Princess
-  Harpy
-  Cerenovus
-  Monk
-  Philosopher
-  Dusk