



















	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	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.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	Undertaker	Each night*, you learn which character died by execution today.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Minstrel	When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Fool	The 1st time you die, you don't.





OUTSIDERS

	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	Plague Doctor	When you die, the Storyteller gains a Minion ability.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	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

	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Wizard	Once per game, choose to make a wish. If granted, it might have a price and leave a clue as to its nature.
	Xaan	On night X, all Townsfolk are poisoned until dusk. [X Outsiders]
	Summoner	You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

DEMONS

	Yaggababble	You start knowing a secret phrase. For each time you said it publicly today, a player might die.
	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Po	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

-  Dusk
-  Yaggababble
-  Minion info
-  Summoner
-  Demon info
-  Xaan
-  Wizard
-  Pukka
-  Librarian
-  Investigator
-  Shugenja
-  Village Idiot
-  Dawn

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WAIT NO ONE DIED?

JINXES



If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.



If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.



If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.



The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.



The Summoner may choose a player to become the Pukka on the 2nd night.



RECOMMENDED














TRAVELLERS

None available

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None available

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- Dawn 
- Village Idiot 
- Juggler 
- Undertaker 
- Yaggababble 
- Po 
- Pukka 
- Imp 
- Summoner 
- Pit-Hag 
- Wizard 
- Innkeeper 
- Xaan 
- Dusk 