












TOWNSFOLK

-  **Bounty Hunter**
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
-  **Chef**
You start knowing how many pairs of evil players there are.
-  **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.
-  **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.
-  **Town Crier**
Each night*, you learn if a Minion nominated today.
-  **Oracle**
Each night*, you learn how many dead players are evil.



OUTSIDERS

-  **Snitch**
Minions start knowing 3 not-in-play characters.
-  **Mutant**
If you are "mad" about being an Outsider, you might be executed.





MINIONS







-  **Evil Twin**
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.
-  **Cerenovus**
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



DEMONS



-  **Legion**
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]
-  **Vigormortis**
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



JINXES

-   When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.
-   The Marionette does not learn 3 not-in-play characters. The Demon learns an extra 3 instead.

-  **Monk**
Each night*, choose a player (not yourself): they are safe from the Demon tonight.
-  **Savant**
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
-  **Juggler**
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
-  **Sage**
If the Demon kills you, you learn that it is 1 of 2 players.
-  **Poppy Grower**
Minions & Demons do not know each other. If you die, they learn who each other are that night.
-  **Mayor**
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

-  **Drunk**
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
-  **Lunatic**
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

-  **Baron**
There are extra Outsiders in play. [+2 Outsiders]
-  **Marionette**
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

-  **Imp**
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
-  **Vortex**
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.