



















	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.)
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	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.
	Oracle	Each night*, you learn how many dead players are evil.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	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

	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS

	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	Baron	There are extra Outsiders in play. [+2 Outsiders]
	Mezepheles	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

 Philosopher

 Magician

 Minion info

 Lunatic

 Demon info

 Marionette

 Cerenovus

 Mezepheles

 Pixie

 Librarian

 Fortune Teller

 Seamstress

 Noble

 General

 Dawn

First Night


Trust


 Dawn

 General

 Seamstress

 Oracle

 Fortune Teller

 Ravenkeeper

 Vigormortis

 Imp

 Lunatic

 Mezepheles

 Cerenovus

 Monk

 Philosopher

 Dusk

Trust

Other Nights