



















	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<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>Preacher</b>	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
	<b>Town Crier</b>	Each night*, you learn if a Minion nominated today.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Dreamer</b>	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	<b>Seamstress</b>	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	<b>Artist</b>	Once per game, during the day, privately ask the Storyteller any yes/no question.
	<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>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Virgin</b>	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.





## OUTSIDERS

	<b>Damsel</b>	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
	<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>Goon</b>	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

## MINIONS

	<b>Godfather</b>	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	<b>Mezepheles</b>	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Cerenovus</b>	Each night, choose a player & a good character: they are “mad” they are this character tomorrow, or might be executed.

## DEMONS

	<b>Pukka</b>	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Ojo</b>	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Dusk



Minion info



Demon info



Preacher



Poisoner



Godfather



Cerenovus



Mezepheles



Pukka



Pixie



Huntsman



Damsel



Librarian



Dreamer



Seamstress



Noble



Dawn

FIRST

NIGHT



## HIDE AND SEEK



### JINXES

None available



STHGINR EHTO

## RECOMMENDED



### TRAVELLERS

None available

### FABLED

None available

Dawn



Seamstress



Oracle



Town Crier



Dreamer



Undertaker



Ravenkeeper



Damsel



Huntsman



Godfather



Ojo



Vigormortis



Pukka



Imp



Mezepheles



Cerenovus



Poisoner



Preacher



Dusk

