



















	Noble	You start knowing 3 players, 1 and only 1 of which 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.)
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	Balloonist	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Town Crier	Each night*, you learn if a Minion nominated today.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Nightwatchman	Once per game, at night, choose a player: they learn who you are.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.


OUTSIDERS

	Mutant	If you are “mad” about being an Outsider, you might be executed.
	Damsel	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
	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

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Cerenovus	Each night, choose a player & a good character: they are “mad” they are this character tomorrow, or might be executed.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS

	Leviathan	If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.
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Magician



Minion info



Lunatic



Demon info



Marionette



Poisoner



Snake Charmer



Cerenovus



Damsel



Amnesiac



Librarian



Chef



Dreamer



Seamstress



Noble



Balloonist



Bounty Hunter



Nightwatchman



Dawn



Leviathan

First Night

Unholier Than Thou



The Cerenovus may choose to make a player mad that they are the Goblin.



If the Marionette thinks that they are the Balloonist, +1 Outsider was added.



The Marionette does not learn that a Damsel is in play.

Leviathan



Dawn



Nightwatchman



Bounty Hunter



Balloonist



Seamstress



Town Crier



Dreamer



Amnesiac



Damsel



Lunatic



Cerenovus



Snake Charmer



Poisoner



Dusk



Unholier Than Thou

Other Nights