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	Savant
9	Amnes
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	Huntsr
	Profess
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	Poppy
	Cannil
	Atheis
	Damse
	Drunk

Noble You start knowing 3 players, 1 and only 1 of which is evil.

Balloonist Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]

Snake Charmer Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

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.

Engineer Once per game, at night, choose which Minions or which Demon is in play.

Huntsman Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected. Professor

Fisherman Once per game, during the day, visit the Storyteller for some advice to help your team win.

If you die at night, an alive good player becomes a Farmer. Farmer

Poppy Grower Minions & Demons do not know each other. If you die, they learn who each other are that night.

Cannibal You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

Atheist The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

Damsel All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

You may only nominate once per game. When you do, if the nominee is not the Demon, they die. Golem

Barber If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

**MINIONS** 

**OUTSIDERS** 

Mezepheles You start knowing a secret word. The 1st good player to say this word becomes evil that night.

Poisoner Each night, choose a player: they are poisoned tonight and tomorrow day.

Each night\*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary. Pit-Hag

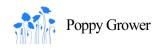
Psychopath Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

**DEMONS** 

Each night\*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Vigormortis Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

Al-Hadikhia































## The Midnight Oasis



If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

## Recommended Fabled







































Mezepheles







Snake Charmer























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