



















	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Ballooning	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]
	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Farmer	If you die at night, an alive good player becomes a 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 executive. 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]



OUTSIDERS

	Damsel	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Golem	You may only nominate once per game. When you do, if the nominee is not the Demon, they die.
	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINIONS

	Mezephales	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.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Psychopath	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMONS

	Al-Hadikhia	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]



Poppy Grower



Minion info



Demon info



Amnesiac



Engineer



Poisoner



Snake Charmer



Mezepheles



Huntsman



Damsel



Noble



Balloonist



Dawn

First Night

The Midnight Oasis



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

Recommended Fabled



Dawn



Balloonist



Damsel



Huntsman



Farmer



Professor



Barber



Al-Hadikhia



Vigormortis



Mezepheles



Pit-Hag



Snake Charmer



Poisoner



Engineer



Amnesiac



Poppy Grower



Dusk



The Midnight Oasis

Other Nights