













	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Grandmother</b>	You start knowing a good player & their character. If the Demon kills them, you die too.
	<b>Mathematician</b>	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	<b>Fortune Teller</b>	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<b>Gossip</b>	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	<b>Nightwatchman</b>	Once per game, at night, choose a player: they learn who you are.
	<b>Fisherman</b>	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	<b>Seamstress</b>	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	<b>Sage</b>	If the Demon kills you, you learn that it is 1 of 2 players.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.




OUTSIDERS

	<b>Puzzlemaster</b>	1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.
	<b>Tinker</b>	You might die at any time.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Hatter</b>	If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINIONS

	<b>Widow</b>	On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	<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>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Witch</b>	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	<b>Pit-Hag</b>	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

DEMONS

	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	<b>Fang Gu</b>	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Dusk



Minion info



Demon info



Poisoner



Widow



Godfather



Witch



Fortune Teller



Grandmother



Seamstress



Noble



Nightwatchman



Mathematician



Dawn

FIRST

NIGHT



## STAR PASS ALL STARS



JINXES

None available

## RECOMMENDED



TRAVELLERS

FABLED

None available

None available

STHGINRTHTO



Dawn



Mathematician



Nightwatchman



Seamstress



Oracle



Fortune Teller



Ravenkeeper



Grandmother



Tinker



Sage



Hatter



Gossip



Godfather



Vigormortis



Fang Gu



Imp



Pit-Hag



Witch



Monk



Poisoner



Dusk