























TOWNSFOLK

	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.)
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	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.
	Nightwatchman	Once per game, at night, choose a player: they learn you are the Nightwatchman.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Sage	If the Demon kills you, you learn that it is 1 of 2 players.




OUTSIDERS

	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Mutant	If you are “mad” about being an Outsider, you might be executed.
	Damsel	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.
	Puzzlemaster	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.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Cerenovus	Each night, choose a player & a good character: they are “mad” they are this character tomorrow, or might be executed.
	Widow	On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	Xaan	On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

DEMONS

	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta & “is the Demon”. Each night*, a player might die. [+1 Minion]
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Dusk



Philosopher



Minion info



Demon info



Lil' Monsta



Xaan



Poisoner



Widow



Witch



Cerenovus



Damsel



Librarian



Chef



Fortune Teller



Dreamer



Village Idiot



Nightwatchman



High Priestess



General



Dawn

FIRST

NIGHT



ONE DAY MORE



JINXES



If the Widow is (or has been) in play, the Damsel is poisoned.



STHGIN TO RETHO

RECOMMENDED



TRAVELLERS



Harlot



Beggar



Gnome

FABLED



Djinn

Dawn



General



High Priestess



Nightwatchman



Village Idiot



Town Crier



Dreamer



Fortune Teller



Damsel



Sage



Lil' Monsta



Fang Gu



Imp



Cerenovus



Witch



Poisoner



Xaan



Philosopher



Harlot



Dusk

