




















	Steward	You start knowing 1 good player.
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	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.
	Town Crier	Each night*, you learn if a Minion nominated today.
	Oracle	Each night*, you learn how many dead players are evil.
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	Nightwatchman	Once per game, at night, choose a player: they learn who you are.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Farmer	If you die at night, an alive good player becomes a Farmer.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.




OUTSIDERS

	Butler	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	Sweetheart	When you die, 1 player is drunk from now on.
	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.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS

	Widow	On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	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.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	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



Minion info



Lunatic



Demon info



Poisoner



Widow



Witch



Pixie



Huntsman



Damsel



Fortune Teller



Butler



Steward



Noble



Nightwatchman



High Priestess



Dawn

FIRST

NIGHT



KILL MY DARLINGS

JINXES



If the Cannibal gains the Butler ability, the Cannibal learns this.



If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.



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

RECOMMENDED

TRAVELLERS



Bureaucrat



Thief



Deviant



Harlot

FABLED

None available

STIGHNORTH

Dawn



High Priestess



Butler



Nightwatchman



Juggler



Oracle



Town Crier



Fortune Teller



Farmer



Damsel



Huntsman



Sweetheart



Vigormortis



Fang Gu



Imp



Lunatic



Witch



Poisoner



Dusk

