























## TOWNSFOLK

	<b>Knight</b>	You start knowing 2 players that are not the Demon.
	<b>Investigator</b>	You start knowing that 1 of 2 players is a particular Minion.
	<b>Pixie</b>	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	<b>High Priestess</b>	Each night, learn which player the Storyteller believes you should talk to most.
	<b>Preacher</b>	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
	<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>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Fisherman</b>	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	<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.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

## OUTSIDERS

	<b>Ogre</b>	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Klutz</b>	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	<b>Barber</b>	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

## MINIONS

	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Harpy</b>	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.
	<b>Spy</b>	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	<b>Witch</b>	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]

## DEMONS

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



Minion info



Demon info



Preacher



Poisoner



Witch



Harpy



Pixie



Amnesiac



Investigator



Fortune Teller



Knight



Spy



Ogre



High Priestess



Mathematician



Dawn

FIRST

NIGHT



## NEVER THE END



### JINXES



If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.



The Spy registers as evil to the Ogre.

## RECOMMENDED



### TRAVELLERS

None available

### FABLED



Ferryman

STHGINR EHTO



Dawn



Mathematician



High Priestess



Spy



Fortune Teller



Ravenkeeper



Amnesiac



Barber



Vigormortis



Harpy



Witch



Poisoner



Preacher



Dusk

