



Alchemist You have a not-in-play Minion ability.



Investigator You start knowing that 1 of 2 players is a particular Minion.



Mathematician Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Savant Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Fisherman Once per game, during the day, visit the Storyteller for some advice to help your team win.



Seamstress Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

OUTSIDERS



Recluse You might register as evil & as a Minion or Demon, even if dead.



Drunk You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS



Poisoner Each night, choose a player: they are poisoned tonight and tomorrow day.



Spy Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Pit-Hag Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

DEMONS



Lil' Monsta Each night, Minions choose who babysits Lil' Monsta's token & "is the demon". A player dies each night*. [+1 Minion]



Legion Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Dusk



Alchemist



Minion info



Demon info



Lil' Monsta



Poisoner



Investigator



Seamstress



Spy



Mathematician



Dawn

F I R S T N I G H T



JANK!



JINXES



The Alchemist can not have the Spy ability.



S I G H T S N I G H T S



Dawn



Mathematician



Spy



Seamstress



Lil' Monsta



Legion



Pit-Hag



Poisoner



Dusk

RECOMMENDED



TRAVELLERS

None available

FABLED

None available