

	<b>Investigator</b>	You start knowing that 1 of 2 players is a particular Minion.
	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Grandmother</b>	You start knowing a good player & their character. If the Demon kills them, you die too.
	<b>Balloonist</b>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	<b>Dreamer</b>	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	<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>Snake Charmer</b>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	<b>Gambler</b>	Each night*, choose a player & guess their character: if you guess wrong, you die.
	<b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>Philosopher</b>	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<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>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>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Sweetheart</b>	When you die, 1 player is drunk from now on.
	<b>Mutant</b>	If you are “mad” about being an Outsider, you might be executed.
	<b>Lunatic</b>	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

## MINIONS

	<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>Cerenovus</b>	Each night, choose a player & a good character: they are “mad” they are this character tomorrow, or might be executed.
	<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.
	<b>Widow</b>	On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

## 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]



# FIRST NIGHT

## CATFISHING



### JINXES

None available

# NIGHTS



## RECOMMENDED



### TRAVELLERS

- Apprentice
- Barista
- Beggar
- Bone Collector
- Harlot

### FABLED

None available