
























TOWNSFOLK

	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	Oracle	Each night*, you learn how many dead players are evil.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Soldier	You are safe from the Demon.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	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

	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.
	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.
	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

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.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Boomdandy	If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS

	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
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-  Dusk
-  Bureaucrat
-  Minion info
-  Demon info
-  Marionette
-  Poisoner
-  Pixie
-  Huntsman
-  Damsel
-  Investigator
-  Empath
-  Dreamer
-  Spy
-  Mathematician
-  Dawn

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EXTENSION CORD



JINXES



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



The Marionette does not learn that a Damsel is in play.








If the Marionette thinks that they are the Huntsman, the Damsel was added.

RECOMMENDED



TRAVELLERS

-  Bishop
-  Bone Collector
-  Bureaucrat
-  Butcher
-  Matron

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-  Dusk
-  Bureaucrat
-  Bone Collector
-  Poisoner
-  Monk
-  Scarlet Woman
-  No Dashii
-  Barber
-  Huntsman
-  Damsel
-  Ravenkeeper
-  Empath
-  Dreamer
-  Oracle
-  Spy
-  Mathematician
-  Dawn