

Chef You start knowing how many pairs of evil players there are.



Librarian You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



High Priestess Each night, learn which player the Storyteller believes you should talk to most.



General Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Village Idiot Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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.



Dreamer Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



Town Crier Each night*, you learn if a Minion nominated today.



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



Nightwatchman Once per game, at night, choose a player: they learn you are the Nightwatchman.



Philosopher Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Artist Once per game, during the day, privately ask the Storyteller any yes/no question.



Sage If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDERS



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.



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.

MINIONS

DEMONS



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



Witch

Widow

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Cerenovus Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



Lil' Monsta Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]



Imp Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Fang Gu Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Nightwatchman

High Priestess

General

Dawn





ONE DAY MORE

JINXES





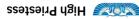
If the Widow is (or has been) in play, the Damsel is poisoned.













Nightwatchman



Village Idiot



Town Crier



Dreamer



Fortune Teller

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Damsel



Sage



Lil' Monsta



Fang Gu



dwj



Cerenovus



Witch



Poisoner



Philosopher



Dusk

Harlot







TRAVELLERS

FABLED



Harlot

None available



Beggar



Gnome