



















	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

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Witch	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.
	Widow	On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMONS

	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]

-  Dusk
-  Philosopher
-  Minion info
-  Demon info
-  Lil' Monsta
-  Poisoner
-  Widow
-  Witch
-  Cerenovus
-  Damsel
-  Librarian
-  Chef
-  Fortune Teller
-  Dreamer
-  Village Idiot
-  Nightwatchman
-  High Priestess
-  General
-  Dawn

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ONE DAY MORE

JINXES



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

RECOMMENDED

TRAVELLERS

-  Harlot
-  Beggar
-  Gnome

FABLED

None available

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-  Dusk
-  Harlot
-  Philosopher
-  Poisoner
-  Witch
-  Cerenovus
-  Imp
-  Fang Gu
-  Lil' Monsta
-  Sage
-  Damsel
-  Fortune Teller
-  Dreamer
-  Town Crier
-  Village Idiot
-  Nightwatchman
-  High Priestess
-  General
-  Dawn