



















	Knight	You start knowing 2 players that are not the Demon.
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Chef	You start knowing how many pairs of evil players there are.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	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.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Nightwatchman	Once per game, at night, choose a player: they learn who you are.
	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.
	Fool	The 1st time you die, you don't.
	Farmer	If you die at night, an alive good player becomes a Farmer.




OUTSIDERS

	Snitch	Minions start knowing 3 not-in-play characters.
	Acrobat	Each night*, if either good living neighbor is drunk or poisoned, you die.
	Tinker	You might die at any time.
	Golem	You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINIONS

	Godfather	You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Widow	On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

DEMONS

	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	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]

 Minion info

 Snitch

 Demon info

 Poisoner

 Widow

 Godfather

 Devil's Advocate

 Pukka

 Chef

 Clockmaker

 Knight

 Noble

 Nightwatchman

 High Priestess

 General

 Chambermaid

 Dawn


First Night

Unrest Rising

Dawn 

Chambermaid 

General 

High Priestess 

Nightwatchman 

Tinker 

Farmer 


Acrobat 

Godfather 

Fang Gu 

Pukka 

Imp 

Devil's Advocate 

Inkkeeper 

Poisoner 

Dusk 

Unrest Rising

Other Nights