




















	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	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.
	King	Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Alchemist	You have a not-in-play Minion ability.
	Farmer	If you die at night, an alive good player becomes a Farmer.
	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	Atheist	The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]
	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.
	Damsel	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

## MINIONS

	Godfather	You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Fearmonger	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Organ Grinder	All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.

## DEMONS

	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Alchemist



Poppy Grower



Minion info



Lunatic



Demon info



King



Poisoner



Godfather



Fearmonger



Damsel



Amnesiac



Noble



General



Chambermaid



Dawn

*First Night*

*Monkey Mania*

Dawn



Chambermaid



General



King



Farmer



Amnesiac



Damsel



Choirboy



Godfather



Vortex



Fang Gu



Legion



Lunatic



Fearmonger



Poisoner



Poppy Grower



Dusk



*Other Nights*

*Monkey Mania*