



















	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Balloonist	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	Undertaker	Each night*, you learn which character died by execution today.
	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.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Farmer	If you die at night, an alive good player becomes a Farmer.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.





OUTSIDERS

	Snitch	Minions start knowing 3 not-in-play characters.
	Acrobat	Each night*, if either good living neighbor is drunk or poisoned, you die.
	Sweetheart	When you die, 1 player is drunk from now on.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS

	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.
	Fearmonger	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	Baron	There are extra Outsiders in play. [+2 Outsiders]

DEMONS

	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

 Minion info

 Snitch

 Demon info

 Poisoner

 Widow

 Fearmonger

 Pukka

 Investigator

 Empath

 Clockmaker

 Noble

 Balloonist

 Nightwatchman

 General

 Dawn


First Night

Mayhem Brewing

Dawn 

General 

Nightwatchman 

Balloonist 

Undertaker 

Empath 

Ravenkeeper 

Farmer 

Sweetheart 


Acrobat 

Vortex 

No Dash!! 

Pukka 

Imp 

Fearmonger 

Poisoner 

Dusk 

Mayhem Brewing

Other Nights