



















	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Balloonist	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	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

	Mutant	If you are “mad” about being an Outsider, you might be executed.
	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.
	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

	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.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	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

	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.
	Shabaloth	Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.
	Leech	Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.

 Magician

 Minion info

 Lunatic

 Demon info

 Leech

 Poisoner

 Widow

 Snake Charmer

 Godfather

 Pukka

 Pixie

 Amnesiac

 Grandmother

 Balloonist

 Bounty Hunter

 Dawn

*First Night*

*With\_Great\_Power\_v4*




When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.

*With\_Great\_Power\_v4*


*Other Nights*

Dawn 

Bounty Hunter 

Balloonist 

Grandmother 

Amnesiac 

Gossip 

Godfather 

Leech 


No Dash!! 


Shabalo 

Pukka 

Lunatic 

Pit-Hag 

Snake Charmer 

Gambler 

Poisoner 

Pixie 

Dusk 