




















	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	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.
	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	Lycanthrope	Each night*, choose an alive player. If good, they die, but they are the only player that can die tonight.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Soldier	You are safe from the Demon.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.




OUTSIDERS

	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Snitch	Minions start knowing 3 not-in-play characters.

MINIONS

	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Baron	There are extra Outsiders in play. [+2 Outsiders]
	Widow	On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	Psychopath	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

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]
	Shabaloth	Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

-  Dusk
-  Philosopher
-  Minion info
-  Snitch
-  Lunatic
-  Demon info
-  Marionette
-  Widow
-  Investigator
-  Empath
-  Fortune Teller
-  Noble
-  Chambermaid
-  Dawn

FIRST NIGHT



THE HEALTHY LIERS

JINXES



The Marionette does not learn 3 not in-play characters. The Demon learns an extra 3 instead.



If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

STHGINR EHTO



- Dusk 
- Philosopher 
- Monk 
- Scarlet Woman 
- Lunatic 
- Lycanthrope 
- Imp 
- Shabaloth 
- Fang Gu 
- Professor 
- Empath 
- Fortune Teller 
- Chambermaid 
- Dawn 