


















	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.
	Flowergirl	Each night*, you learn if a Demon voted today.
	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.




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]
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

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
-  Minion info
-  Snitch
-  Lunatic
-  Demon info
-  Marionette
-  Investigator
-  Empath
-  Fortune Teller
-  Chambermaid
-  Dawn

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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.



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RECOMMENDED



TRAVELLERS

None available

FABLED

None available

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