




















	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Knight	You start knowing 2 players that are not the Demon.
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	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.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Farmer	If you die at night, an alive good player becomes a Farmer.




OUTSIDERS

	Plague Doctor	If you die, the storyteller gains a not-in-play Minion ability.
	Snitch	Minions start knowing 3 not-in-play characters.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Damsel	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

DEMONS

	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta's token & "is the demon". A player dies each night*. [+1 Minion]



Minion info



Snitch



Demon info



Lil' Monsta



Poisoner



Godfather



Witch



Cerenovus



Huntsman



Damsel



Empath



Fortune Teller



Clockmaker



Dreamer



Knight



Noble



High Priestess



Dawn

FIRST

NIGHT



EYE OF THE BEHOLDER



JINXES

None available



STHGINR EHTO

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

Dawn



High Priestess



Juggler



Dreamer



Fortune Teller



Empath



Farmer



Damsel



Huntsman



Gossip



Godfather



Assassin



Lil' Monsta



Ojo



Vigormortis



Cerenovus



Witch



Poisoner



Dusk

