























TOWNSFOLK

	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Chef	You start knowing how many pairs of evil players there are.
	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Balloonist	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.
	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.
	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.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	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


















	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Sweetheart	When you die, 1 player is drunk from now on.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS

	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	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 and choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

	Dusk
	Philosopher
	Minion info
	Lunatic
	Demon info
	Widow
	Snake Charmer
	Godfather
	Cerenovus
	Amnesiac
	Investigator
	Chef
	Fortune Teller
	Grandmother
	Dreamer
	Balloonist
	Dawn

FIRST NIGHT



	Dusk
	Philosopher
	Gambler
	Snake Charmer
	Cerenovus
	Pit-Hag
	Lunatic
	Imp
	Fang Gu
	Vigormortis
	Godfather
	Sweetheart
	Amnesiac
	Grandmother
	Ravenkeeper
	Fortune Teller
	Dreamer
	Balloonist
	Dawn

OTHER NIGHTS

