








	Balloonist	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Cannibal	You have the ability of the recently killed executive. 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.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS

	Widow	On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS

	Leviathan	If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.
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-  Dusk
-  Minion info
-  Lunatic
-  Demon info
-  Widow
-  Amnesiac
-  Balloonist
-  Dawn
-  Leviathan

FIRST NIGHT



LAISSEZ UN FAIRE



JINXES

None available

RECOMMENDED



TRAVELLERS

None available

FABLED

None available



STHGIN O R E H T O

-  Leviathan
-  Dawn
-  Balloonist
-  Amnesiac
-  Lunatic
-  Dusk