



















	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Pixie</b>	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	<b>Mathematician</b>	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	<b>Snake Charmer</b>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	<b>Town Crier</b>	Each night*, you learn if a Minion nominated today.
	<b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	<b>Juggler</b>	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	<b>Fisherman</b>	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	<b>Philosopher</b>	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	<b>Poppy Grower</b>	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Atheist</b>	The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]




## OUTSIDERS

	<b>Puzzlemaster</b>	1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Mutant</b>	If you are "mad" about being an Outsider, you might be executed.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

## MINIONS

	<b>Spy</b>	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	<b>Cerenovus</b>	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	<b>Marionette</b>	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	<b>Evil Twin</b>	You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

## DEMONS

	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Fang Gu</b>	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	<b>Legion</b>	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Dusk



Philosopher



Poppy Grower



Minion info



Demon info



Marionette



Snake Charmer



Evil Twin



Cerenovus



Pixie



Amnesiac



Chef



Spy



Mathematician



Dawn

FIRST NIGHT



## CHEFS DELUXE 4



### JINXES



If the Poppy Grower is in play, the Spy does not see the Grimoire until the Poppy Grower dies.



When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.



STHGIN OR

## RECOMMENDED



### TRAVELLERS

None available

### FABLED

None available

Dusk

Philosopher

Poppy Grower

Snake Charmer

Cerenovus

Legion

Imp

Fang Gu

Amnesiac

Town Crier

Juggler

Spy

Mathematician

Dawn