



















	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Steward	You start knowing 1 good player.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Cult Leader	Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.
	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.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Undertaker	Each night*, you learn which character died by execution today.
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	Nightwatchman	Once per game, at night, choose a player: they learn who you are.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.




OUTSIDERS

	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Saint	If you die by execution, your team loses.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS

	Baron	There are extra Outsiders in play. [+2 Outsiders]
	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.)
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

DEMONS

	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	Po	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.
	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Dusk



Minion info



Demon info



Marionette



Pukka



Pixie



Librarian



Fortune Teller



Steward



Nightwatchman



Cult Leader



Spy



High Priestess



Dawn

FIRST

NIGHT



CHURCH OF SPIES



JINXES

None available

RECOMMENDED



TRAVELLERS

FABLED

None available

None available

STHGIN TO RETHO



- | | |
|----------------|--|
| Dusk | |
| Monk | |
| Scarlet Woman | |
| Exorcist | |
| Pukka | |
| Po | |
| No Dashii | |
| Ravenkeeper | |
| Fortune Teller | |
| Undertaker | |
| Juggler | |
| Nightwatchman | |
| Cult Leader | |
| Spy | |
| High Priestess | |
| Dawn | |