











-  Balloonist Each night, you learn 1 player of each character type, until there are no more types to learn. [+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 you 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 executee. 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.

 Minion info

 Lunatic

 Demon info

 Amnesiac

 Widow

 Balloonist

 Dawn

 Leviathan

First Night

Laissez un Faire

 Leviathan

 Dawn

 Balloonist

 Lunatic

 Amnesiac

 Dusk

Other Nights

Laissez un Faire