











TOWNSFOLK

- **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.
- **Artist** Once per game, during the day, privately ask the Storyteller any yes/no question.
- **Fisherman** Once per game, during the day, visit the Storyteller for some advice to help your team win.
- **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 first 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.



Dusk



Minion info



Lunatic



Demon info



Widow



Amnesiac



Balloonist



Dawn



Leviathan

F
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R
S
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N
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G
H
T



LAISSEZ UN FAIRE



JINXES

None available



S
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G
I
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R
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O

RECOMMENDED



TRAVELLERS

FABLED

None available

None available

Leviathan



Dawn



Balloonist



Amnesiac



Lunatic



Dusk

