




















	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Flowergirl	Each night*, you learn if a Demon voted today.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	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.
	Alchemist	You have a not-in-play Minion ability.
	Farmer	If you die at night, an alive good player becomes a Farmer.
	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.
	Klutzy	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Moonchild	When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

## 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.
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Baron	There are extra Outsiders in play. [+2 Outsiders]
	Vizier	All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

## 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.
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Alchemist



Minion info



Demon info



Poisoner



Widow



Pixie



Amnesiac



Grandmother



Noble



Dawn



Vizier

# First Night

*This Here, Vizier.*



The Alchemist can not have the Widow ability.



If the Alchemist has the Vizier ability, they may only choose to execute immediately if three or more players voted, regardless of those players' alignment.

Dawn



Flowergirl



Grandmother



Moonchild



Farmer



Amnesiac



Gossip



Assassin



Vortex



No Dash!!



Po



Monk



Gambler



Poisoner



Dusk



*This Here, Vizier.*

# Other Nights