





















TOWNSFOLK

	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Shugenja	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Flowergirl	Each night*, you learn if a Demon voted today.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	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.
	Farmer	When you die at night, an alive good player becomes a Farmer.
	Sage	If the Demon kills you, you learn that it is 1 of 2 players.


OUTSIDERS

	Hermit	You have all Outsider abilities. [-0 or -1 Outsider]
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINIONS

	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Organ Grinder	All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMONS

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



Minion info



Demon info



Organ Grinder



Witch



Librarian



Investigator



Empath



Dreamer



Seamstress



Shugenja



Dawn

FIRST NIGHT



BANANA PEEL PROTOCOL



JINXES

None available

RECOMMENDED



TRAVELLERS

None available

FABLED



Sentinel

STHGIN O



Dusk



Organ Grinder



Witch



Scarlet Woman



Vortex



Assassin



Gossip



Sage



Farmer



Empath



Dreamer



Flowergirl



Seamstress



Dawn