



Clockmaker You start knowing how many steps from the Demon to its nearest Minion.



Librarian You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Pixie You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath Each night, you learn how many of your 2 alive neighbors are evil.



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.



Snake Charmer Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Flowergirl Each night*, you learn if a Demon voted today.



Amnesiac You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Philosopher Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Farmer If you die at night, an alive good player becomes a Farmer.



Magician The Demon thinks you are a Minion. Minions think you are a Demon.



Ravenkeeper If you die at night, you are woken to choose a player: you learn their character.



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



Goon Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Puzzlemaster 1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Klutz When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Lunatic You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS



Poisoner Each night, choose a player: they are poisoned tonight and tomorrow day.



Pit-Hag Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.



Marionette You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]



Evil Twin You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMONS



Imp Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Vigormortis Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Fang Gu Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



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



Philosopher



Minion info



Lunatic



Demon info



Marionette



Amnesiac



Poisoner



Snake Charmer



Evil Twin



Pixie



Librarian



Empath



Fortune Teller



Clockmaker



Dawn

First Night



Deception

Other Nights



Deception

Dawn



Flowergirl



Fortune Teller



Empath



Ravenkeeper



Farmer



Vigormortis



Vortex



Fang Gu



Imp



Lunatic



Pit-Hag



Snake Charmer



Poisoner



Amnesiac



Pixie



Philosopher



Dusk

