


























TOwnSFOLK

	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	Oracle	Each night*, you learn how many dead players are evil.
	Undertaker	Each night*, you learn which character died by execution today.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Lycanthrope	Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Alchemist	You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDERS

	Hermit	You have all Outsider abilities. [-0 or -1 Outsider]
	Plague Doctor	When you die, the Storyteller gains a Minion ability.
	Heretic	Whoever wins, loses & whoever loses, wins, even if you are dead.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Mastermind	If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.
	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.
	Boffin	The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMONS



Dusk



Apprentice



Boffin



Alchemist



Poppy Grower



Minion info



Demon info



Sailor



Lil' Monsta



Poisoner



Organ Grinder



Devil's Advocate



Washerwoman



Empath



Village Idiot



Bounty Hunter



Spy



General



Chambermaid



Dawn

FIRST NIGHT



...CLOCKTOWER THE ON...



JINXES

If the Alchemist has the Spy ability, they do not, and a Spy is in play. Each day, after the execution phase, the living Alchemist may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.



An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.



If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play & if both the Alchemist and Organ Grinder are sober, both are drunk.



If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.



If the Plague Doctor dies, a living Minion gains the Spy ability in addition to their own ability, and learns this.



If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.



Only 1 jinxed character can be in play.

(Only first 7 shown. There were 12 in total.)

RECOMMENDED



TRAVELLERS



Butcher



Bone Collector



Apprentice



Scapegoat



Voudon

FABLED



Sentinel



Bootlegger

STHGIN

Dawn



Chambermaid



General



Spy



Bounty Hunter



Village Idiot



Oracle



Undertaker



Empath



Plague Doctor



Gossip



Lil' Monsta



Lycanthrope



Scarlet Woman



Devil's Advocate



Organ Grinder



Gambler



Innkeeper



Poisoner



Sailor



Poppy Grower



Bone Collector



Dusk

