











TOWNSFOLK

- **Grandmother** You start knowing a good player & their character. If the Demon kills them, you die too.
- **Clockmaker** You start knowing how many steps from the Demon to its nearest Minion.
- **Innkeeper** Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
- **Snake Charmer** Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
- **Professor** Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
- **Slayer** Once per game, during the day, publicly choose a player: if they are the Demon, they die.


OUTSIDERS

- **Lunatic** You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
- **Recluse** You might register as evil & as a Minion or Demon, even if dead.

MINIONS

- **Godfather** You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
- **Spy** Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

DEMONS

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



Dusk



Minion info



Lunatic



Demon info



Snake Charmer



Godfather



Grandmother



Clockmaker



Spy



Dawn

FIRST NIGHT



OVER THE RIVER



JINXES

None available

RECOMMENDED



TRAVELLERS

FABLED

None available

None available



STHGINR EHT O



Dawn



Spy



Grandmother



Professor



Godfather



Imp



Lunatic



Snake Charmer



Innkeeper



Dusk