

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

F
I
R
S
T

N
I
G
H
T



OVER THE RIVER



JINXES

None available



S
T
H
G
I
N

R
E
H
T
O

RECOMMENDED



TRAVELLERS

None available

FABLED

None available



Dawn



Spy



Grandmother



Professor



Godfather



Imp



Lunatic



Snake Charmer



Innkeeper



Dusk