


















—Settle Down—





TOWNSFOLK

	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Atheist	The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Nightwatchman	Once per game, at night, choose a player: they learn who you are.
	Pacifist	Executed good players might not die.
	Preacher	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Tea Lady	If both your alive neighbors are good, they can't die.
	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.


OUTSIDERS

	Damsel	All Minions know you are in play. If a Minion publicly guesses you (once), 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.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Snitch	Minions start knowing 3 not-in-play characters.

MINIONS

	Boomdandy	If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies.
	Mastermind	If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	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.
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Minion info



Snitch



Lunatic



Demon info



Preacher



Snake Charmer



Damsel



Amnesiac



Washerwoman



Grandmother



Clockmaker



Seamstress



Nightwatchman



Spy



Dawn

First Night

Settle Down



If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.



Only 1 jinxed character can be in play.

Recommended Fabled



Dawn



Spy



Nightwatchman



Seamstress



Grandmother



Amnesiac



Damsel



Imp



Lunatic



Pit-Hag



Snake Charmer



Preacher



Dusk



Settle Down

Other Nights