






















TOWNSFOLK

	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Engineer	Once per game, at night, choose which Minions or which Demon is in play.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	Farmer	If you die at night, an alive good player becomes a Farmer.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Flowergirl	Each night*, you learn if a Demon voted today.
	Fool	The 1st time you die, you don't.
	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.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.


OUTSIDERS

	Tinker	You might die at any time.
	Sweetheart	When you die, 1 player is drunk from now on.
	Snitch	Minions start knowing 3 not-in-play characters.
	Saint	If you die by execution, your team loses.

MINIONS

	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Widow	On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	Vizier	All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

DEMONS

	Zombuul	Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.
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-  Dusk
-  Minion info
-  Snitch
-  Demon info
-  Engineer
-  Widow
-  Witch
-  Empath
-  Fortune Teller
-  Grandmother
-  Dreamer
-  Spy
-  General
-  Dawn
-  Vizier

ABCDEFGHIJKLMNOPQRSTUVWXYZ...

FIRST

NIGHT



JINXES
None available

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

STHGINRTHO



-  Dusk
-  Engineer
-  Gambler
-  Witch
-  Exorcist
-  Zombuul
-  Gossip
-  Sweetheart
-  Farmer
-  Tinker
-  Grandmother
-  Empath
-  Fortune Teller
-  Dreamer
-  Flowergirl
-  Spy
-  General
-  Dawn