

TOWNSFOLK

**Slayer**

Once per game, during the day, publicly choose a player: if they are the Demon, they die.

**Professor**

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

**Artist**

Once per game, during the day, privately ask the Storyteller any yes/no question.

**Chambermaid**

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

**Seamstress**

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

**Lycanthrope**

Each night*, choose an alive player. If good, they die, but they are the only player that can die tonight.

OUTSIDERS

**Heretic**

Whoever wins, loses & whoever loses, wins, even if you are dead.

**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS

**Organ Grinder**

All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.

**Vizier**

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

DEMONS

**Vigormortis**

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Minion info



Lunatic



Demon info



Seamstress



Chambermaid



Dawn



Vizier

FIRST NIGHT



VISION



JINXES

None available

RECOMMENDED



TRAVELLERS

None available

FABLED

None available



STHGIN RETHO

Dawn



Chambermaid



Seamstress



Professor



Vigormortis



Lycanthrope



Lunatic



Dusk

