











TOwnSFOLK

	Chef	You start knowing how many pairs of evil players there are.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Alchemist	You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.
	Atheist	The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.



OUTSIDERS

	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Heretic	Whoever wins, loses & whoever loses, wins, even if you are dead.

MINIONS

	Evil Twin	You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.
	Fearmonger	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Dusk



Alchemist



Minion info



Demon info



Evil Twin



Fearmonger



Investigator



Chef



Clockmaker



Noble



Dawn

F
I
R
S
T

N
I
G
H
T



FOLIE À DÉMONE



JINXES

None available



S
T
H
G
I
N

R
E
H
T
O

RECOMMENDED



TRAVELLERS

FABLED

None available

None available

Dawn



Vortex



Imp



Fearmonger



Dusk

