TOWNSFOLK



Chef You start knowing how many pairs of evil players there are.



Pixie You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath Each night, you learn how many of your 2 alive neighbors are evil.



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



Engineer Once per game, at night, choose which Minions or which Demon is in play.



Cannibal You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.





Klutz When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



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

MINIONS



Fearmonger Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



Widow On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMONS



Lil' Monsta

Lunatic

Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]



Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Dusk



Minion info

F

I

R

8

N

I

G



Lunatic



Demon info



Engineer



Lil' Monsta



Widow



Fearmonger



Pixie



Chef



Empath



Dawn

SPOOKY TEA



JINXES

None available



G H T S

I N

R

HH























Dusk







TRAVELLERS

None available

FABLEO



Sentinel



Duchess