

OVER THE RIVER

TOWNSFOLK



Clockmaker You start knowing how many steps from the Demon to its nearest Minion.



Grandmother You start knowing a good player & their character. If the Demon kills them, you die too.



Innkeeper Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Snake Charmer Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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



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

OUTSIDERS



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.

MINIONS



Godfather You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



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.



Dusk



Minion info



Lunatic



Demon info



Snake Charmer



Godfather



Grandmother



Clockmaker



Spy



Dawn

FIRST NIGHT



OVER THE RIVER



JINXES

None available



STHGINR EHTO

RECOMMENDED



TRAVELLERS

FABLED

None available

None available



Dawn



Spy



Grandmother



Professor



Godfather



Imp



Lunatic



Snake Charmer



Innkeeper



Dusk