



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



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



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



**Dreamer** Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



**Flowergirl** Each night\*, you learn if a Demon voted today.



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



**Monk** Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



**Exorcist** Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



**Savant** Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



**Juggler** On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



**Philosopher** Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



**Minstrel** When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



**Banshee** If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

## OUTSIDERS



**Goon** Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



**Saint** If you die by execution, your team loses.



**Sweetheart** When you die, 1 player is drunk from now on.



**Drunk** You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



**Barber** If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

## MINIONS



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



**Poisoner** Each night, choose a player: they are poisoned tonight and tomorrow day.



**Pit-Hag** Each night\*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.














**Assassin** Once per game, at night\*, choose a player: they die, even if for some reason they could not.

## DEMONS



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

-  Dusk
-  Philosopher
-  Minion info
-  Demon info
-  Poisoner
-  Widow
-  Chef
-  Empath
-  Dreamer
-  Chambermaid
-  Dawn

# FIRST NIGHT



## VORT ON, VORT OFF (M...

### JINXES



If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.



If the Vortex is in play and the Demon kills the Banshee, the players still learn that the Banshee has died.

### RECOMMENDED

#### TRAVELLERS

None available

#### FABLED

None available

# STHGIN OR

-  Dusk
-  Philosopher
-  Poisoner
-  Innkeeper
-  Monk
-  Pit-Hag
-  Exorcist
-  Vortex
-  Assassin
-  Barber
-  Sweetheart
-  Banshee
-  Empath
-  Dreamer
-  Flowergirl
-  Jugler
-  Chambermaid
-  Dawn