



















	Atheist	The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	Cult Leader	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Pacifist	Executed good players might not die.
	Tea Lady	If both your alive neighbors are good, they can't die.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	Undertaker	Each night*, you learn which character died by execution today.
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



## OUTSIDERS

	Tinker	You might die at any time.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Heretic	Whoever wins, loses & whoever loses, wins, even if you are dead.

## MINIONS

	Fearmonger	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	Mezephales	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	Baron	There are extra Outsiders in play. [+2 Outsiders]

## DEMONS

	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Poppy Grower



Minion info



Lunatic



Demon info



Sailor



Marionette



Fearmonger



Mezepheles



Amnesiac



Fortune Teller



Grandmother



Dreamer



Cult Leader



Mathematician



Dawn

*First Night*

*Pure Chaos*



The Mathematician learns if the Lunatic attacks a different player(s) than the real Demon attacked.



When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.



The Baron might only add 1 Outsider, not 2.

Dawn



Mathematician



Cult Leader



Dreamer



Undertaker



Fortune Teller



Grandmother



Tinker



Amnesiac



Vortex



Legion



Lunatic



Mezepheles



Fearmonger



Sailor



Poppy Grower



Dusk



*Pure Chaos*

*Other Nights*