






















TOWNSFOLK

	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	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.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	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.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Acrobat	Each night*, choose a player: if they are or become drunk or poisoned tonight, you die.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Alchemist	You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.




OUTSIDERS

	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Moonchild	When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.
	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINIONS

	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Wizard	Once per game, choose to make a wish. If granted, it might have a price and leave a clue as to its nature.
	Widow	On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	Baron	There are extra Outsiders in play. [+2 Outsiders]

DEMONS

	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

-  Dusk
-  Barista
-  Bureaucrat
-  Philosopher
-  Alchemist
-  Minion info
-  Demon info
-  Widow
-  Wizard
-  Pukka
-  Amnesiac
-  Empath
-  Fortune Teller
-  Grandmother
-  Clockmaker
-  Noble
-  Dawn

FIRST NIGHT



SQUARING THE CIRCLE



JINXES



If the Alchemist has the Widow ability, they do not see the Grimoire.

RECOMMENDED

TRAVELLERS



Bureaucrat



Barista



Butcher



Bone Collector



Gnome

FABLED



Djinn

STHGINR EHT O

-  Dusk
-  Barista
-  Bureaucrat
-  Bone Collector
-  Philosopher
-  Wizard
-  Acrobat
-  Monk
-  Imp
-  Pukka
-  Ojo
-  Assassin
-  Gossip
-  Barber
-  Amnesiac
-  Moonchild
-  Grandmother
-  Empath
-  Fortune Teller
-  Dawn