



TOWNSFOLK

**Clockmaker**

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

**Preacher**

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

**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.

**Acrobat**

Each night*, choose a player: if they are or become drunk or poisoned tonight, you die.

**Artist**

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

**Alchemist**

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.

OUTSIDERS

**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

**Puzzlemaster**

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINIONS

**Wraith**

You may choose to open your eyes at night. You wake when other evil players do.

**Organ Grinder**

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMONS

**Kazali**

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Dusk



Wraith



Kazali



Alchemist



Minion info



Demon info



Preacher



Organ Grinder



Fortune Teller



Clockmaker



Dawn

FIRST NIGHT



TRUST THE ALCHEMIST!



JINXES



If the Alchemist has the Wraith ability, they do not, and a Wraith is in play. Each day, after the execution phase, the living Alchemist may publicly guess a living player as the Wraith: if correct, the Demon must choose the Wraith tonight.



If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play & if both the Alchemist and Organ Grinder are sober, both are drunk.



STHGIN RETHO

RECOMMENDED



TRAVELLERS

None available

FABLED



Djinn



Toymaker

Dawn



Fortune Teller



Kazali



Organ Grinder



Acrobat



Preacher



Wraith



Dusk

