











TOwnSFOLK

- **Clockmaker** You start knowing how many steps from the Demon to its nearest Minion.
- **Empath** Each night, you learn how many of your 2 alive neighbors are evil.
- **Dreamer** Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
- **Courtier** Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.
- **Slayer** Once per game, during the day, publicly choose a player: if they are the Demon, they die.
- **Mayor** If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS







- **Lunatic** You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
- **Klutz** When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINIONS

- **Spy** Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
- **Scarlet Woman** If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS

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

-  Dusk
-  Barista
-  Minion info
-  Lunatic
-  Demon info
-  Courtier
-  Empath
-  Clockmaker
-  Dreamer
-  Spy
-  Dawn

FIRST NIGHT



RACE TO THE BOTTOM







JINXES


None available

RECOMMENDED

TRAVELLERS

-  Barista
-  Harlot
-  Beggar
-  Scapegoat
-  Bishop

FABLED

-  Doomsayer
-  Sentinel

STHGINR EHTO



- Dusk 
- Barista 
- Harlot 
- Courtier 
- Scarlet Woman 
- Lunatic 
- Vortex 
- Empath 
- Dreamer 
- Spy 
- Dawn 