

TOWNSFOLK



Alchemist

You have a not-in-play Minion ability.



Investigator

You start knowing that 1 of 2 players is a particular Minion.



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Savant

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



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

OUTSIDERS



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Drunk

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

MINIONS



Poisoner

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



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Pit-Hag

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

DEMONS



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the demon". A player dies each night*. [+1 Minion]



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

-  Dusk
-  Alchemist
-  Minion info
-  Demon info
-  Lil' Monsta
-  Poisoner
-  Investigator
-  Seamstress
-  Spy
-  Mathematician
-  Dawn

FIRST NIGHT



JANK!



JINXES



The Alchemist can not have the Spy ability.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

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-  Dusk
-  Poisoner
-  Pit-Hag
-  Legion
-  Lil' Monsta
-  Seamstress
-  Spy
-  Mathematician
-  Dawn