



TOWNSFOLK

	Knight	You start knowing 2 players that are not the Demon.
	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	Town Crier	Each night*, you learn if a Minion nominated today.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	Engineer	Once per game, at night, choose which Minions or which Demon is in play.
	Pacifist	Executed good players might not die.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS





	Butler	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	Tinker	You might die at any time.
	Plague Doctor	If you die, the Storyteller gains a Minion ability.
	Moonchild	When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINIONS

	Widow	On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	Harpy	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Mezephales	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS

	Leech	Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

-  Dusk
-  Minion info
-  Demon info
-  Engineer
-  Leech
-  Widow
-  Harpy
-  Mezepheles
-  Amnesiac
-  Butler
-  Grandmother
-  Dreamer
-  Knight
-  High Priestess
-  Mathematician
-  Dawn

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SEPARATION OF CHURCH...



JINXES



If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.



Legion and the Engineer can not both be in play at the start of the game. If the Engineer creates Legion, most players (including all evil players) become evil Legion.

RECOMMENDED

TRAVELLERS

None available

FABLED

























Sentinel



Storm Catcher

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-  Dawn
-  Mathematician
-  High Priestess
-  Butler
-  Juggler
-  Town Crier
-  Dreamer
-  Ravenkeeper
-  Grandmother
-  Moonchild
-  Tinker
-  Amnesiac
-  Gossip
-  Assassin
-  Leech
-  Vigormortis
-  Legion
-  Scarlet Woman
-  Mezepheles
-  Harpy
-  Engineer
-  Dusk