























TOWNSFOLK

	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Clockmaker</b>	You start knowing how many steps from the Demon to its nearest Minion.
	<b>King</b>	Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.
	<b>Flowergirl</b>	Each night*, you learn if a Demon voted today.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<b>Nightwatchman</b>	Once per game, at night, choose a player: they learn you are the Nightwatchman.
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Minstrel</b>	When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Choirboy</b>	If the Demon kills the King, you learn which player is the Demon. [+the King]
	<b>Poppy Grower</b>	Minions & Demons do not know each other. If you die, they learn who each other are that night.




OUTSIDERS

	<b>Lunatic</b>	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Hatter</b>	If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINIONS

	<b>Spy</b>	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	<b>Witch</b>	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	<b>Evil Twin</b>	You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]

DEMONS

	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	<b>Vortex</b>	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Dusk



Poppy Grower



Minion info



Lunatic



Demon info



King



Evil Twin



Witch



Clockmaker



Noble



Nightwatchman



Spy



Dawn

FIRST

NIGHT



## PETRICHOR



### JINXES



If the Poppy Grower is in play, the Spy does not see the Grimoire until the Poppy Grower dies.

## RECOMMENDED



### TRAVELLERS



Gangster



Bone Collector



Gnome



Bishop



Voudon

### FABLED



Bootlegger



Djinn

STHGINR EHTO



Dawn



Spy



Nightwatchman



King



Oracle



Flowergirl



Undertaker



Ravenkeeper



Choirboy



Hatter



Vigormortis



Vortex



Imp



Lunatic



Scarlet Woman



Witch



Monk



Poppy Grower



Bone Collector



Dusk