



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



Grandmother You start knowing a good player & character. If the Demon kills them, you die too.



Pixie You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Snake Charmer Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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



Philosopher Once per game, at night, choose a good character: become them. If you duplicate an in-play character, they are drunk.

OUTSIDERS



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



Lunatic You think you are a Demon, but your abilities malfunction. The Demon knows who you are & who you attack.

MINIONS



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




Marionette You think you are a good character. You are poisoned & the Demon knows who you are. [You neighbor the Demon]

DEMONS



Leviathan If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

 Philosopher

 Minion info

 Lunatic

 Demon info

 Marionette

 Snake Charmer

 Pixie

 Grandmother

 Clockmaker

 Seamstress

 Spy

 Dawn

 Leviathan

First Night



Hello Neighbor

Recommended Fabled



 Leviathan

 Dawn

 Spy


 Seamstress

 Grandmother

 Lunatic

 Snake Charmer

 Pixie

 Philosopher

 Dusk

Hello Neighbor



Other Nights