


















Separation of Church and State






TOWNSFOLK

	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	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.
	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.
	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.
	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.
	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.
	Atheist	The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]




OUTSIDERS

	Butler	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	Moonchild	When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS

	Evil Twin	You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.
	Widow	On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	Godfather	You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS

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



Magician



Minion info



Lunatic



Demon info



Engineer



Leech



Widow



Godfather



Evil Twin



Empath



Butler



Grandmother



Dreamer



Mathematician



Dawn

First Night

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The Mathematician learns if the Lunatic attacks a different player(s) than the real Demon attacked.



When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.



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 Fabled



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Other Nights