



## Carpenter

You start knowing 3 Townsfolk, 1 and only 1 is in-play.



## Noble

You start knowing 3 players, 1 and only 1 of which is evil.



## Smith

You start knowing 3 players, 2, and only 2, are characters of the same type.



## Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



## Reporter

Each night, choose a player: the next night, you learn if they were drunk or poisoned.



## Undertaker

Each night\*, you learn which character died by execution today.



## Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



## Savant

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



## Printer

Once per game, at night, choose a Townsfolk character: you gain their ability until dusk.



## Distiller

Once per game, at night, choose a player: learn their character. They are drunk. If you pick the Demon, you are drunk instead.



## Donor

On the first day, publicly choose any number of players. Tonight, learn if any were evil.



## Sage

If the Demon kills you, you learn that it is 1 of 2 players.



## Warden

Outsiders start knowing you are the Warden.

OUTSIDERS



## Beloved

When you die, all Townsfolk are drunk until dusk tomorrow.



## Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



## Sweetheart

When you die, 1 player is drunk from now on.



## Rat

If you voted today, a Townsfolk is drunk tonight and tomorrow.

MINIONS



## Assassin

Once per game, at night\*, choose a player: they die, even if for some reason they could not.



## Leper

If you are executed, 1 of your neighbors becomes an evil Leper. You can not vote even if dead.



## Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



## Ratking

All Outsiders are evil and are poisoned, they do not learn this [-1-+1 Outsiders]

DEMONS



## Idol

Each night, choose a player: they become evil. Each night\*, an evil player dies. Executions pass if all living good players vote.



## Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+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]**



## Leshy

Each night\*, choose a player: they die. Players mad that you are evil might register as evil and as a Minion or Demon.

F  
I  
R  
S  
T  
  
N  
I  
G  
H  
T



# Cult Conspiracies by Lucas W

LORIC

None

FABLED

None

TRAVELLERS



### Dealer

Once per game, choose a player: that night they become a character of your alignment & might change alignment.



### Populist

Each night, choose a living player: they learn you chose them and if 1 of you votes, you both vote.



### Harlot

Each night\*, choose a living player: if they agree, you learn their character, but you both might die.



### Scapegoat

If a player of your alignment is executed, you might be executed instead.



O  
T  
H  
E  
R  
  
N  
I  
G  
H  
T  
S