



The Widening Gyre

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



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



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Balloonist
Each night, you learn a player of a different character type than last night. **[+0 or +1 Outsider]**



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



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. One good player registers as a Demon to you.



Oracle
Each night*, you learn how many dead players are evil.



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



Alsaahir
Each day, if you publicly guess which players are Minion(s) & which are Demon(s), good wins.



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



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Hermit
You have all Outsider abilities. **[-0 or -1 Outsider]**



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



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Mutant
If you are "mad" about being an Outsider, you might be executed.



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



Pit-Hag
Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. **[+1 Minion]**



Riot
On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



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

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS



The Widening Byre

