






















	Chef	You start knowing how many pairs of evil players there are.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Cult Leader	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	Preacher	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Undertaker	Each night*, you learn which character died by execution today.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	Fool	The 1st time you die, you don't.
	Minstrel	When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.
	Alchemist	You have a not-in-play Minion ability.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDERS

	Tinker	You might die at any time.
	Moonchild	When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.
	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	Puzzlemaster	1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.
	Golem	You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINIONS

	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Fearmonger	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.



Alchemist



Minion info



Demon info



Sailor



Preacher



Poisoner



Snake Charmer



Devil's Advocate



Fearmonger



Pukka



Chef



Empath



Clockmaker



Cult Leader



Mathematician



Dawn

First Night

Blind Justice



If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.

Blind Justice

Other Nights

Dawn



Mathematician



Cult Leader



Undertaker



Empath



Ravenkeeper



Moonchild



Tinker



Assassin



Vigormortis



Fang Gu



Pukka



Imp



Exorcist



Scarlet Woman



Fearmonger



Devil's Advocate



Monk



Snake Charmer



Poisoner



Preacher



Sailor



Dusk

