



















	<b>Knight</b>	You start knowing 2 players that are not the Demon.
	<b>Washerwoman</b>	You start knowing that 1 of 2 players is a particular Townsfolk.
	<b>Clockmaker</b>	You start knowing how many steps from the Demon to its nearest Minion.
	<b>Sailor</b>	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	<b>Village Idiot</b>	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	<b>Snake Charmer</b>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	<b>Dreamer</b>	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	<b>Town Crier</b>	Each night*, you learn if a Minion nominated today.
	<b>Acrobat</b>	Each night*, choose a player: if they are or become drunk or poisoned tonight, you die.
	<b>Philosopher</b>	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	<b>Sage</b>	If the Demon kills you, you learn that it is 1 of 2 players.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	<b>Pacifist</b>	Executed good players might not die.





## OUTSIDERS























	<b>Lunatic</b>	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Zealot</b>	If there are 5 or more players alive, you must vote for every nomination.
	<b>Puzzlemaster</b>	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.

## MINIONS

	<b>Mezephheles</b>	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Marionette</b>	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	<b>Evil Twin</b>	You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

## DEMONS

	<b>Pukka</b>	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	<b>Vortex</b>	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
	<b>Leech</b>	Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

-  Dusk
-  Apprentice
-  Barista
-  Bureaucrat
-  Philosopher
-  Minion info
-  Lunatic
-  Demon info
-  Sailor
-  Marionette
-  Leech
-  Poisoner
-  Snake Charmer
-  Evil Twin
-  Mezepheles
-  Pukka
-  Washerwoman
-  Clockmaker
-  Dreamer
-  Knight
-  Village Idiot
-  Dawn

FIRST

NIGHT



I'M DEFINITELY A TOW...



JINXES

None available

RECOMMENDED



TRAVELLERS

-  Bureaucrat
-  Barista
-  Gangster
-  Bone Collector
-  Apprentice

FABLED

None available

STHGINR EHTO

-  Dusk
-  Barista
-  Bureaucrat
-  Bone Collector
-  Philosopher
-  Sailor
-  Poisoner
-  Acrobat
-  Snake Charmer
-  Mezepheles
-  Lunatic
-  Pukka
-  Vortex
-  Vigormortis
-  Leech
-  Sage
-  Dreamer
-  Town Crier
-  Village Idiot
-  Dawn