



















	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Undertaker	Each night*, you learn which character died by execution today.
	Soldier	You are safe from the Demon.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.
	Pacifist	Executed good players might not die.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.



OUTSIDERS

	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Golem	You may only nominate once per game. When you do, if the nominee is not the Demon, they die.
	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.

MINIONS

	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS

	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]

-  Dusk
-  Magician
-  Minion info
-  Lunatic
-  Demon info
-  Marionette
-  Poisoner
-  Godfather
-  Washerwoman
-  Investigator
-  Empath
-  Fortune Teller
-  Clockmaker
-  Seamstress
-  Spy
-  Dawn

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TROUBLE DOUBLING OVE...

JINXES



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

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

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-  Dawn
-  Spy
-  Seamstress
-  Undertaker
-  Fortune Teller
-  Empath
-  Gossip
-  Godfather
-  Fang Gu
-  Imp
-  Lunatic
-  Gambler
-  Poisoner
-  Dusk