

**Chef**

You start knowing how many pairs of evil players there are.

**Empath**

Each night, you learn how many of your 2 alive neighbors are evil.

**Chambermaid**

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

**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. There is a good player that registers as a Demon to you.

**Oracle**

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

**Innkeeper**

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

**Gambler**

Each night*, choose a player & guess their character: if you guess wrong, you die.

**Exorcist**

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

**Philosopher**

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

**Soldier**

You are safe from the Demon.

**Fool**

The 1st time you die, you don't.

**Magician**

The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDERS

**Butler**

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

**Tinker**

You might die at any time.

**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINIONS

**Godfather**

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]

**Assassin**

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

**Summoner**

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

**Mastermind**

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMONS

**Imp**

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

**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

**Ojo**

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

-  Dusk
-  Apprentice
-  Philosopher
-  Magician
-  Minion info
-  Summoner
-  Demon info
-  Godfather
-  Pukka
-  Chef
-  Empath
-  Fortune Teller
-  Butler
-  Chambermaid
-  Mathematician
-  Dawn

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BINARY SUPERNOVAE

JINXES



The Chambermaid learns if the Mathematician wakes tonight or not, even though the Chambermaid wakes first.



The Summoner may choose a player to become the Pukka on the 2nd night.

RECOMMENDED

TRAVELLERS



Beggar



Deviant



Matron



Apprentice









Scapegoat

FABLED

None available

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-  Dusk
-  Philosopher
-  Inkeeper
-  Gambler
-  Summoner
-  Exorcist
-  Imp
-  Pukka
-  Ojo
-  Assassin
-  Godfather
-  Tinker
-  Moonchild
-  Empath
-  Fortune Teller
-  Oracle
-  Butler
-  Chambermaid
-  Mathematician
-  Dawn