




















	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Town Crier	Each night*, you learn if a Minion nominated today.
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Oracle	Each night*, you learn how many dead players are evil.
	Undertaker	Each night*, you learn which character died by execution today.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Sage	If the Demon kills you, you learn that it is 1 of 2 players.



OUTSIDERS

	Saint	If you die by execution, your team loses.
	Sweetheart	When you die, 1 player is drunk from now on.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Baron	There are extra Outsiders in play. [+2 Outsiders]
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

-  Dusk
-  Minion info
-  Demon info
-  Poisoner
-  Librarian
-  Investigator
-  Empath
-  Grandmother
-  Clockmaker
-  Seamstress
-  Mathematician
-  Dawn

FIRST NIGHT



TROUBLE BOILING



JINXES

None available

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

STRENGTH



-  Dusk
-  Poisoner
-  Gambler
-  Scarlet Woman
-  Imp
-  Vigormortis
-  Assassin
-  Sweetheart
-  Sage
-  Grandmother
-  Ravenkeeper
-  Empath
-  Undertaker
-  Town Crier
-  Oracle
-  Seamstress
-  Mathematician
-  Dawn