




















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



## OUTSIDERS

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

## MINIONS

	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	<b>Witch</b>	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

## DEMONS

	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Vigormortis</b>	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
-  Witch
-  Washerwoman
-  Librarian
-  Investigator
-  Empath
-  Clockmaker
-  Seamstress
-  Mathematician
-  Dawn

# FIRST NIGHT



## TROUBLE BOILING



### JINXES

None available

## RECOMMENDED



### TRAVELLERS

None available

### FABLED

None available

# STHGIN TO



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