



















	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	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.)
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	King	Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
	Oracle	Each night*, you learn how many dead players are evil.
	Undertaker	Each night*, you learn which character died by execution today.
	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.
	Sage	If the Demon kills you, you learn that it is 1 of 2 players.
	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]
	Minstrel	When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.




OUTSIDERS

	Snitch	Minions start knowing 3 not-in-play characters.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Acrobat	Each night*, if either good living neighbour is drunk or poisoned, you die.
	Sweetheart	When you die, 1 player is drunk from now on.

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.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Baron	There are extra Outsiders in play. [+2 Outsiders]

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Po	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.
	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

-  Philosopher
-  Minion info
-  Snitch
-  Demon info
-  King
-  Sailor
-  Poisoner
-  Godfather
-  Librarian
-  Investigator
-  Clockmaker
-  Chambermaid
-  Dawn

FIRST NIGHT



THE IMPOJO



JINXES
None available

RECOMMENDED



TRAVELLERS

FABLED

None available

None available

SHTGIN O

-  Dusk
-  Philosopher
-  Sailor
-  Poisoner
-  Pit-Hag
-  Imp
-  Po
-  Ojo
-  Godfather
-  Acrobat
-  Sweetheart
-  Sage
-  Choirboy
-  Undertaker
-  Oracle
-  King
-  Chambermaid
-  Dawn