




















## THERE GOES THE NEIGHBORHOOD

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### TOWNSFOLK

	<b>Grandmother</b>	You start knowing a good player & their character. If the Demon kills them, you die too.
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbours are evil.
	<b>Sailor</b>	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	<b>Chambermaid</b>	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	<b>Snake Charmer</b>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	<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>Gambler</b>	Each night*, choose a player & guess their character: if you guess wrong, you die.
	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<b>Gossip</b>	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	<b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>Philosopher</b>	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	<b>Sage</b>	If the Demon kills you, you learn that it is 1 of 2 players.




### OUTSIDERS







	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Lunatic</b>	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	<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.

### MINIONS

	<b>Godfather</b>	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Pit-Hag</b>	Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

### DEMONS











	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Po</b>	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.
	<b>Vortex</b>	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

-  Dusk
-  Philosopher
-  Minion info
-  Lunatic
-  Demon info
-  Sailor
-  Poisoner
-  Snake Charmer
-  Godfather
-  Empath
-  Grandmother
-  Chambermaid
-  Dawn

# FIRST

# NIGHT



-  Dusk
-  Philosopher
-  Sailor
-  Poisoner
-  Gambler
-  Snake Charmer
-  Monk
-  Pit-Hag
-  Scarlet Woman
-  Lunatic
-  Imp
-  Po
-  Vortex
-  Godfather
-  Gossip
-  Sweetheart
-  Sage
-  Grandmother
-  Empath
-  Undertaker
-  Oracle
-  Chambermaid
-  Dawn

# OTHER

# NIGHTS

