
























TOWNSFOLK

	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Empath	Each night, you learn how many of your 2 alive neighbours are evil.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	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.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Tea Lady	If both your alive neighbours are good, they can't die.
	Sage	If the Demon kills you, you learn that it is 1 of 2 players.
	Fool	The first time you die, you don't.

OUTSIDERS

	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Baron	There are extra Outsiders in play. [+2 Outsiders]
	Evil Twin	You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.
	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

	Al-Hadikhia	Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.
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	Dusk
	Philosopher
	Minion info
	Lunatic
	Demon info
	Poisoner
	Snake Charmer
	Devil's Advocate
	Evil Twin
	Librarian
	Empath
	Fortune Teller
	Clockmaker
	Dawn

FIRST NIGHT





	Dusk
	Philosopher
	Poisoner
	Innkeeper
	Snake Charmer
	Devil's Advocate
	Lunatic
	Exorcist
	Al-Hadikhia
	Barber
	Sage
	Empath
	Fortune Teller
	Dawn

OTHER NIGHTS



JINXES

	Only 1 jinxed character can be in play. Evil players start knowing which player & character it is.
	The Mastermind and Al-Hadikhia can both be in play. Evil players start knowing which player is the Al-Hadikhia.

