






















TOWNSFOLK

	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Empath	Each night, you learn how many of your 2 alive neighbours are evil.
	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.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	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.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	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.
	Sage	If the Demon kills you, you learn that it is 1 of 2 players.




OUTSIDERS














	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.
	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.

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.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)
























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.
	Vortex	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

