



















	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbors are evil.
	<b>Sailor</b>	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	<b>Town Crier</b>	Each night*, you learn if a Minion nominated today.
	<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>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Juggler</b>	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	<b>Sage</b>	If the Demon kills you, you learn that it is 1 of 2 players.
	<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>Virgin</b>	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	<b>Pacifist</b>	Executed good players might not die.





## OUTSIDERS

	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Klutz</b>	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	<b>Saint</b>	If you die by execution, your team loses.

## MINIONS

	<b>Devil's Advocate</b>	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	<b>Spy</b>	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]

## 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]
	<b>Fang Gu</b>	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	<b>Leviathan</b>	If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.



Dusk



Minion info



Demon info



Sailor



Devil's Advocate



Chef



Empath



Spy



Dawn



Leviathan

FIRST NIGHT



## HALLS OF CONGRESS V2



### JINXES



If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.



If Leviathan is in play & the Sage dies by execution, they wake that night to use their ability. They are drunk if their nominator was good.



If Leviathan is in play & no execution occurs on day 5, good wins.

### RECOMMENDED



#### TRAVELLERS

None available

#### FABLED

None available

STHGIN TO



Leviathan



Dawn



Spy



Juggler



Oracle



Town Crier



Undertaker



Empath



Sage



Vigormortis



Fang Gu



Imp



Scarlet Woman



Devil's Advocate



Sailor



Dusk

