



















	Chef	You start knowing how many pairs of evil players there are.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	Preacher	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	Undertaker	Each night*, you learn which character died by execution today.
	Lycanthrope	Each night*, choose an alive player. If good, they die, but they are the only player that can die tonight.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Alchemist	You have a not-in-play Minion ability.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.





OUTSIDERS







	Butler	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	Tinker	You might die at any time.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	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.
	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Psychopath	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS

	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	Leech	Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

-  Dusk
-  Alchemist
-  Minion info
-  Lunatic
-  Demon info
-  Sailor
-  Preacher
-  Leech
-  Poisoner
-  Witch
-  Pukka
-  Chef
-  Empath
-  Butler
-  Clockmaker
-  Mathematician
-  Dawn

FIRST

NIGHT



THE HANGOVER... PART...

JINXES



The Mathematician learns if the Lunatic attacks a different player(s) than the real Demon attacked.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

STHGIN RETHO

- Dusk 
- Sailor 
- Preacher 
- Poisoner 
- Witch 
- Lunatic 
- Lycanthrope 
- Imp 
- Pukka 
- Fang Gu 
- Leech 
- Gossip 
- Tinker 
- Ravenkeeper 
- Empath 
- Undertaker 
- Butler 
- Mathematician 
- Dawn 