






















TOwnSFOLK

-  **Chef** You start knowing how many pairs of evil players there are.
-  **Grandmother** You start knowing a good player & their character. If the Demon kills them, you die too.
-  **Shugenja** You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
-  **Empath** Each night, you learn how many of your 2 alive neighbors are evil.
-  **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.
-  **Oracle** Each night*, you learn how many dead players are evil.
-  **Innkeeper** Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
-  **Gambler** Each night*, choose a player & guess their character: if you guess wrong, you die.
-  **Exorcist** Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
-  **Seamstress** Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
-  **Philosopher** Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
-  **Soldier** You are safe from the Demon.
-  **Magician** The Demon thinks you are a Minion. Minions think you are a Demon.




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.
-  **Sweetheart** When you die, 1 player is drunk from now on.
-  **Moonchild** When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINIONS

-  **Assassin** Once per game, at night*, choose a player: they die, even if for some reason they could not.
-  **Xaan** On night X, all Townsfolk are poisoned until dusk. [X Outsiders]
-  **Summoner** You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]
-  **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

-  **Pukka** Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
-  **Imp** Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
-  **Ojo** Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.


-  Dusk
-  Philosopher
-  Magician
-  Minion info
-  Summoner
-  Demon info
-  Xaan
-  Pukka
-  Chef
-  Empath
-  Fortune Teller
-  Butler
-  Grandmother
-  Seamstress
-  Shugenja
-  Dawn

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BINARY SUPERNOVAE

JINXES

 The Summoner may choose a player to become the Pukka on the 2nd night.



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- Dawn 
- Butler 
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- Oracle 
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- Tinker 
- Sweetheart 
- Assassin 
- Ojo 
- Pukka 
- Imp 
- Exorcist 
- Summoner 
- Gambler 
- Inkeeper 
- Xaan 
- Philosopher 
- Dusk 

RECOMMENDED

TRAVELLERS

None available

FABLED

 Djinn