



















	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Oracle	Each night*, you learn how many dead players are evil.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Farmer	If you die at night, an alive good player becomes a Farmer.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.





OUTSIDERS

	Damsel	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Puzzlemaster	1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.
	Ogre	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

MINIONS

	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Summoner	You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]
	Baron	There are extra Outsiders in play. [+2 Outsiders]

DEMONS

	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta's token & "is the demon". A player dies each night*. [+1 Minion]
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

-  Dusk
-  Minion info
-  Lunatic
-  Summoner
-  Demon info
-  Sailor
-  Marionette
-  Lil' Monsta
-  Devil's Advocate
-  Huntsman
-  Damsel
-  Amnesiac
-  Investigator
-  Empath
-  Clockmaker
-  Noble
-  Ogre
-  Dawn

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JINXES



The Marionette neighbors a Minion, not the Demon. The Marionette is not woken to choose who takes the Lil' Monsta token, and does not learn they are the Marionette if they have the Lil' Monsta token.



The Marionette does not learn that a Damsel is in play.



If the Marionette thinks that they are the Huntsman, the Damsel was added.



If the Summoner is in play, the Clockmaker does not receive their information until a Demon is created.



The Marionette neighbors the Summoner. The Summoner knows who the Marionette is.



If the Summoner creates Legion, most players (including all evil players) become evil Legion.

RECOMMENDED

















TRAVELLERS

None available

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None available

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- Dawn 
- Oracle 
- Empath 
- Farmer 
- Amnesiac 
- Damsel 
- Huntsman 
- Gossip 
- Lil' Monsta 
- Ojo 
- Vigormortis 
- Legion 
- Lunatic 
- Summoner 
- Devil's Advocate 
- Monk 
- Gambler 
- Sailor 
- Dusk 