



















	Chef	You start knowing how many pairs of evil players there are.
	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	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.
	Fool	The 1st time you die, you don't.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.





OUTSIDERS

	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	Tinker	You might die at any time.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINIONS

	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.

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.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	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
-  Philosopher
-  Minion info
-  Demon info
-  Sailor
-  Snake Charmer
-  Devil's Advocate
-  Witch
-  Pukka
-  Washerwoman
-  Chef
-  Clockmaker
-  Dreamer
-  Dawn

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HART-TO-HART



JINXES

None available

RECOMMENDED



TRAVELLERS





FABLED

None available

None available



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- Dawn 
- Jugler 
- Dreamer 
- Tinker 
- Barber 
- Assassin 
- Vigormortis 
- Fang Gu 
- Pukka 
- Imp 
- Exorcist 
- Pit-Hag 
- Witch 
- Devil's Advocate 
- Snake Charmer 
- Sailor 
- Philosopher 
- Dusk 