



















	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.
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	Balloonist	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	Town Crier	Each night*, you learn if a Minion nominated today.
	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.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Pacifist	Executed good players might not die.





OUTSIDERS

	Tinker	You might die at any time.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	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.

MINIONS

	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS

	Yaggababble	You start knowing a secret phrase. For each time you said it publicly today, a player might die.
	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]



Dusk



Yaggababble



Minion info



Demon info



Sailor



Marionette



Poisoner



Godfather



Devil's Advocate



Pukka



Amnesiac



Empath



Grandmother



Balloonist



Shugenja



Mathematician



Dawn

FIRST

NIGHT



THIS IS NOT MY BEAUT...



JINXES



If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.



If the Exorcist chooses the Yaggababble, the Yaggababble ability does not kill tonight.



STHGIN TO

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

Dawn



Mathematician



Balloonist



Town Crier



Empath



Ravenkeeper



Grandmother



Tinker



Amnesiac



Gossip



Godfather



Yaggababble



Vigormortis



Pukka



Imp



Exorcist



Devil's Advocate



Monk



Gambler



Poisoner



Sailor



Dusk

