



TOWNSFOLK

	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	Banshee	If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.
	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]
	King	Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

OUTSIDERS

	Ogre	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	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.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINIONS

	Xaan	On night X, all Townsfolk are poisoned until dusk. [X Outsiders]
	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Boffin	The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.
	Wizard	Once per game, choose to make a wish. If granted, it might have a price and leave a clue as to its nature.

DEMONS

	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Leech	Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



Dusk



Boffin



Minion info



Demon info



King



Sailor



Lil' Monsta



Lleech



Xaan



Wizard



Godfather



Investigator



Grandmother



Clockmaker



Dreamer



Bounty Hunter



Ogre



General



Dawn

FIRST

NIGHT



DEMON HUNTING



JINXES



If the Demon has the Goon ability, they can't turn good due to this ability.



The Demon cannot have the Ogre ability.



If the Slayer slays the Lleech's host, the host dies.

RECOMMENDED



TRAVELLERS

None available

FABLED



Spirit of Ivory

STINGIN



Dawn



General



Bounty Hunter



King



Dreamer



Grandmother



Choirboy



Professor



Banshee



Godfather



Lil' Monsta



Lleech



Fang Gu



Imp



Wizard



Xaan



Sailor



Dusk

