Chris' Startup **TOWNSFOLK** Amnesiac You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are. Chambermaid Each night, choose 2 alive players (not yourself): you learn how many wake tonight due to their character ability. Clockmaker You start knowing how many steps from the Demon to its nearest Minion. Courtier Once per game, at night, choose a character: they are poisoned for 3 nights & 3 days. Dreamer Each night, choose a player (not yourself): you learn 1 good & 1 evil character, 1 of which is correct. Grandmother You start knowing a good player & character. If the Demon kills them, you die too. If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead. Mayor Slayer Once per game, during the day, publicly choose a player: if they are the Demon, they die. Undertaker Each night*, you learn which character died by execution today. The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately. Virgin If you die at night, you are woken to choose a player: you learn their character. Ravenkeeper Monk Each night*, choose a player (not yourself): they are safe from the Demon tonight. **OUTSIDERS** Each night*, if either good living neighbor is drunk or poisoned, you die. Acrobat Goon Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment. Lunatic You think you are a Demon, but your abilities malfunction. The Demon knows who you are & who you attack. Mutant If you are "mad" about being an Outsider, you might be executed. **MINIONS** Cerenovus Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed. Godfather You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider] Mastermind If the Demon dies by execution, play for one more day. If a player is then executed, their team loses. Witch Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability. **DEMONS** Fang Gu Each night*, choose a player: they die. The 1st Outsider chosen becomes an evil Fang Gu & you die instead. [+1 Outsider] If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins. Leviathan Each night*, choose 2 players: they die. A dead player you attacked last night might be regurgitated. Shabaloth

Each night*, choose a player: they die. Good abilities yield false information. Each day, if no-one is executed, evil wins.

Vortox























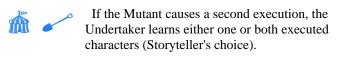


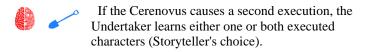


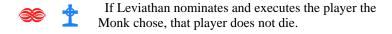


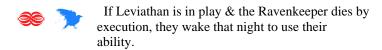


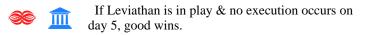
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Recommended Travellers



Recommended Fabled



Chris' Startup























Godfather























