Mathematician

Innkeeper



Grandmother You start knowing a good player & their character. If the Demon kills them, you die too.



Pixie You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Sailor Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Chambermaid Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.





Lycanthrope Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Savant Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Artist Once per game, during the day, privately ask the Storyteller any yes/no question.



Tea Lady If both your alive neighbors are good, they can't die.



Mayor

Goon

Lunatic

Magician The Demon thinks you are a Minion. Minions think you are a Demon.



If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Cannibal You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDERS



Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Barber If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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.

MINIONS



Godfather You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



Devil's Advocate Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Assassin Once per game, at night*, choose a player: they die, even if for some reason they could not.



Marionette You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

OFMONS



No Dashii Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Vigormortis Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Dusk



Magician



Minion info



Lunatic



Demon info



Sailor



Marionette



Godfather



Devil's Advocate



Pixie



Grandmother



Spy



Chambermaid



Mathematician



Dawn

LUNAR ECLIPSE V1.6



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The Chambermaid learns if the Mathematician wakes tonight or not, even though the Chambermaid wakes first.





The Mathematician learns if the Lunatic attacks a different player(s) than the real Demon attacked.





When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.





Chambermaid



Dawn



Grandmother



Barber



Godfather

Assassin











Devil's Advocate



JUNKEEDEL



Sailor



Dusk



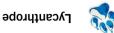




























TRAVELLERS

FABLEO

None available

None available