


















TURBULENCE_BOILING





TOWNSFOLK

	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is 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]
	Cult Leader	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	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.
	Nightwatchman	Once per game, at night, choose a player: they learn you are the Nightwatchman.
	Fool	The 1st time you die, you don't.
	Sage	If the Demon kills you, you learn that it is 1 of 2 players.
	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














	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.
	Tinker	You might die at any time.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Widow	On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

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]
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- Dusk
- Minion info
- Demon info
- Sailor
- Widow
- Godfather
- Devil's Advocate
- Cerenovus
- Clockmaker
- Noble
- Balloonist
- Bounty Hunter
- Nightwatchman
- Cult Leader
- Dawn

FIRST

NIGHT



TURBULENCE_BOILING



JINXES



If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

STHGINOR

- Dusk
- Sailor
- Innkeeper
- Devil's Advocate
- Cerenovus
- Exorcist
- Fang Gu
- Godfather
- Sage
- Tinker
- Juggler
- Balloonist
- Bounty Hunter
- Nightwatchman
- Cult Leader
- Dawn