

IMMORTAL DANCE PARTY

TOWNSFOLK



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



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]



Oracle

Each night*, you learn how many dead players are evil.



Undertaker

Each night*, you learn which character died by execution today.



Innkeeper

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Soldier

You are safe from the Demon.



Fool

The 1st time you die, you don't.



Pacifist

Executed good players might not die.



Alchemist

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



Tea Lady

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

OUTSIDERS



Goon

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



Mutant

If you are "mad" about being an Outsider, you might be executed.



Damsel

All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.



Barber

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

MINIONS



Devil's Advocate

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



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Assassin

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

DEMONS



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Al-Hadikhia

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Dusk



Alchemist



Minion info



Demon info



Sailor



Devil's Advocate



Witch



Huntsman



Damsel



Clockmaker



Balloonist



Dawn

FIRST NIGHT



IMMORTAL DANCE PARTY



JINXES

None available

RECOMMENDED



TRAVELLERS

FABLED

None available

None available



STHGIN OR



Dawn



Balloonist



Oracle



Undertaker



Damsel



Huntsman



Barber



Assassin



Al-Hadikhia



Po



Shabaloth



Witch



Devil's Advocate



Monk



Innkeeper



Sailor



Dusk