

**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** 

Witch

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.



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

## IMMORTAL DANCE PARTY



JINXES

None available



H

D

N

R

H











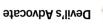
























F

R

8

## **RECOMMENDED**



**TRAVELLERS** 

**FABLEO** 

None available

None available









Dawn

Oracle

**Balloonist** 





























