


















# IMMORTAL\_DANCE\_PARTY





## TOWNSFOLK

	<b>Clockmaker</b>	You start knowing how many steps from the Demon to its nearest Minion.
	<b>Sailor</b>	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	<b>Balloonist</b>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Innkeeper</b>	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<b>Huntsman</b>	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	<b>Soldier</b>	You are safe from the Demon.
	<b>Fool</b>	The 1st time you die, you don't.
	<b>Pacifist</b>	Executed good players might not die.
	<b>Alchemist</b>	You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.
	<b>Tea Lady</b>	If both your alive neighbors are good, they can't die.




## OUTSIDERS

	<b>Goon</b>	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	<b>Mutant</b>	If you are "mad" about being an Outsider, you might be executed.
	<b>Damsel</b>	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.
	<b>Barber</b>	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

## MINIONS

	<b>Devil's Advocate</b>	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	<b>Witch</b>	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	<b>Psychopath</b>	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
	<b>Assassin</b>	Once per game, at night*, choose a player: they die, even if for some reason they could not.

## DEMONS

	<b>Shabaloth</b>	Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.
	<b>Po</b>	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.
	<b>Al-Hadikhia</b>	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