


















# TURBULENCE BOILING





## TOWNSFOLK

	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Clockmaker</b>	You start knowing how many steps from the Demon to its nearest Minion.
	<b>Bounty Hunter</b>	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	<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>Cult Leader</b>	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	<b>Innkeeper</b>	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	<b>Exorcist</b>	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	<b>Juggler</b>	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	<b>Nightwatchman</b>	Once per game, at night, choose a player: they learn you are the Nightwatchman.
	<b>Fool</b>	The 1st time you die, you don't.
	<b>Sage</b>	If the Demon kills you, you learn that it is 1 of 2 players.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.


## OUTSIDERS

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

## MINIONS

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

## DEMONS

	<b>Fang Gu</b>	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

# STHGIN TO

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