


















Advanced Dungeons & Demons





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.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	King	Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
	Flowergirl	Each night*, you learn if a Demon voted today.
	Oracle	Each night*, you learn how many dead players are evil.
	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.
	Nightwatchman	Once per game, at night, choose a player: they learn who you are.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Farmer	If you die at night, an alive good player becomes a Farmer.
	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]





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 you are in play. If a Minion publicly guesses you (once), your team loses.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

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.
	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

DEMONS

	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

 Minion info

 Demon info

 King

 Widow

 Godfather

 Cerenovus

 Pukka

 Pixie

 Huntsman

 Damsel

 Clockmaker

 Noble



 Nightwatchman



 Chambermaid

 Dawn

First Night

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  Only 1 jinxed character can be in play.

  If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

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Other Nights

 Dusk
 Inkkeeper
 Cerenovus
 Pit-Hag
 Exorcist
 Imp
 Pukka
 Vortex
 Vigormortis
 Godfather
 Choirboy
 Huntsman
 Damsel
 Farmer
 Flowergirl
 Oracle
 King
 Nightwatchman
 Chambermaid
 Dawn