



















	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	Balloonist	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	King	Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
	Undertaker	Each night*, you learn which character died by execution today.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Fool	The 1st time you die, you don't.
	Tea Lady	If both your alive neighbors are good, they can't die.
	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.





OUTSIDERS


	Saint	If you die by execution, your team loses.
	Sweetheart	When you die, 1 player is drunk from now on.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

	Godfather	You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Mezepheles	You start knowing a secret word. The 1st good player to say this word becomes evil that night.

DEMONS

	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]
	Lleech	Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.
	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

 Philosopher

 Minion info


 Demon info

 King

 Sailor

 Lil' Monsta

 Leech

 Poisoner

 Godfather

 Devil's Advocate

 Mezepheles

 Amnesiac

 Librarian

 Balloonist

 Dawn

First Night

Tentacular Spectacles

Tentacular Spectacles


Other Nights

 Dawn

 King


 Balloonist

 Undertaker

 Amnesiac


 Choirboy

 Sweetheart


 Godfather

 Lil' Monsta

 Leech

 No Dash!!

 Fang Gu

 Mezepheles

 Devil's Advocate

 Poisoner

 Sailor

 Philosopher

 Dusk