




















	Alchemist	You have a not-in-play Minion ability.
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	Tea Lady	If both your alive neighbors are good, they can't die.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.




OUTSIDERS

	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	Heretic	Whoever wins, loses & whoever loses, wins, even if you are dead.
	Damsel	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

	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.
	Fearmonger	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	Psychopath	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS

	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Leech	Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.



Alchemist



Poppy Grower



Minion info



Demon info



Sailor



Lleech



Poisoner



Snake Charmer



Devil's Advocate



Fearmonger



Huntsman



Damsel



Fortune Teller



General



Dawn

First Night

Outed Evil v4



If the Lleech has poisoned the Heretic then the Lleech dies, the Heretic remains poisoned.

Dawn



General



Jugler



Fortune Teller



Damsel



Huntsman



Lleech



Fang Gu



Imp



Fearmonger



Devil's Advocate



Monk



Snake Charmer



Poisoner



Sailor



Poppy Grower



Dusk



Outed Evil v4

Other Nights