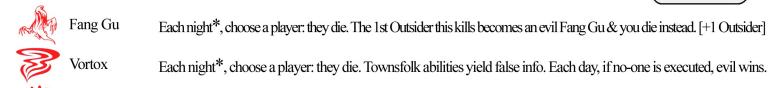
Monkey Mania-**TOWNSFOLK** Noble You start knowing 3 players, 1 and only 1 of which is evil. General Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither. Chambermaid Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability. King Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are. 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. Fisherman Once per game, during the day, visit the Storyteller for some advice to help your team win. Alchemist You have a not-in-play Minion ability. 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] Poppy Grower Minions & Demons do not know each other. If you die, they learn who each other are that night. The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters] Atheist 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** Puzzlemaster 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. 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. Lunatic You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night. **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.

Fearmonger Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.

Goblin If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

Organ Grinder All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.



Legion Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

DEMONS





Poppy Grower



Minion info



Lunatic



Demon info



King





Godfather







Amnesiac





General





Dawn



Monkey Mania























Amnesiac







Choirboy



Godfather



Vortox





Legion

























Poisoner

Fearmonger

Damsel

Noble

Chambermaid

Monkey Mania

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