



















	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	King	Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
	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.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Lycanthrope	Each night*, choose an alive player: if good, they die, but they are the only player that can die tonight.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	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.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]
	Atheist	The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]





OUTSIDERS


	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	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.
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS

	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	Po	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

 Philosopher

 Minion info

 Lunatic

 Demon info

 King

 Poisoner

 Godfather

 Pukka

 Pixie

 Huntsman

 Damsel

 Amnesiac

 Fortune Teller

 Grandmother

 Dawn

First Night


Penultimate Pandemoniu...


Penultimate Pandemoniu...


Other Nights

 Dawn

 King

 Fortune Teller

 Grandmother

 Amnesiac

 Damsel

 Huntsman

 Choirboy

 Gossip

 Godfather


 Assassin


 Vortex


 Po

 Pukka

 Legion

 Lycanthrope

 Lunatic

 Inkkeeper

 Poisoner

 Philosopher

 Dusk