



















Awwww aren't you a cute little tentacle monster v2







TOWNSFOLK

	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Balloonist	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Town Crier	Each night*, you learn if a Minion nominated 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.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Alchemist	You have a not-in-play Minion ability.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDERS

	Snitch	Minions start knowing 3 not-in-play characters.
	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.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	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.
	Baron	There are extra Outsiders in play. [+2 Outsiders]
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Boomdandy	If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies.

DEMONS

	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]
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Philosopher



Alchemist



Poppy Grower



Minion info



Snitch



Demon info



Lil' Monsta



Poisoner



Cerenovus



Pixie



Amnesiac



Investigator



Empath



Dreamer



Noble



Balloonist



Bounty Hunter



Dawn

First Night

Awww aren't you a cute...



The Cerenovus may choose to make a player mad that they are the Goblin.



If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.

Dawn



Bounty Hunter



Balloonist



Town Crier



Dreamer



Empath



Amnesiac



Lil' Monsta



Pit-Hag



Cerenovus



Poisoner



Poppy Grower



Philosopher



Dusk



Awww aren't you a cute...

Other Nights