



















	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	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.
	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.
	Cult Leader	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	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.
	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]
	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.
	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.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

	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.
	Mezephales	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	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.
	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.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	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



Demon info



King



Sailor



Leech



Devil's Advocate



Fearmonger



Mezepheles



Pukka



Pixie



Amnesiac



Empath



Noble



Balloonist



Bounty Hunter



Cult Leader



Dawn

First Night

Cult of death

Other Nights

Cult of death

Dawn



Cult Leader



Bounty Hunter



King



Balloonist



Empath



Amnesiac



Choirboy



Leech



Vigormortis



Pukka



Legion



Mezepheles



Fearmonger



Devil's Advocate



Sailor



Philosopher



Dusk

