




















	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Chef	You start knowing how many pairs of evil players there are.
	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Courtier	Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Farmer	If you die at night, an alive good player becomes a Farmer.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Tea Lady	If both your alive neighbors are good, they can't die.
	Alchemist	You have a not-in-play Minion ability.




## OUTSIDERS

	Butler	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	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.
	Snitch	Minions start knowing 3 not-in-play characters.


## MINIONS

	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Psychopath	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

## DEMONS

	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

 Philosopher

 Alchemist

 Minion info

 Snitch

 Demon info

 Lil' Monsta

 Courtier

 Devil's Advocate

 Chef

 Butler

 Grandmother

 Seamstress

 Noble

 Dawn

# First Night

## Sliced N' Diced



If the Cannibal gains the Butler ability, the Cannibal learns this.



If there are 5 or more players alive and the player holding the Lil' Monsta token dies, the Scarlet Woman is given the Lil' Monsta token tonight.




If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.

Dawn 


Butler 


Seamstress 

Grandmother 


Farmer 

Assassin 


Lil' Monsta 


Vigormortis 


Fang Gu 

Scarlet Woman 

Devil's Advocate 

Gambler 

Innkeeper 

Courtier 

Philosopher 

Dusk 

## Sliced N' Diced

# Other Nights