

TOWNSFOLK



**Chef**

You start knowing how many pairs of evil players there are.



**Noble**

You start knowing 3 players, 1 and only 1 of which is evil.



**Oracle**

Each night\*, you learn how many dead players are evil.



**Innkeeper**

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



**Gambler**

Each night\*, choose a player & guess their character: if you guess wrong, you die.



**Acrobat**

Each night\*, choose a player: if they are drunk or poisoned, you die.



**Sailor**

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



**King**

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



**Juggler**

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



**Cannibal**

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



**Choirboy**

If the Demon kills the King, you learn which player is the Demon. [+ the King]



**Fool**

The first time you die, you don't.



**Magician**

The Demon thinks you are a Minion. Minions think you are a Demon.

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.



**Sweetheart**

When you die, 1 player is drunk from now on.



**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINIONS



**Godfather**

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



**Devil's Advocate**

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



**Cerenovus**

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



**Marionette**

You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]



**Imp**

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



**Vigormortis**

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



**Fang Gu**

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



**Lleech**

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

DEMONS

\*Not the first night