



















# Gaslight Gatekeep Goblin





TOWNSFOLK

	Chef	You start knowing how many pairs of evil players there are.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	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.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	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]
	Farmer	If you die at night, an alive good player becomes a Farmer.
	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.




## OUTSIDERS

	Mutant	If you are "mad" about being an Outsider, you might be executed.
	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.
	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

## MINIONS

	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.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

## DEMONS

	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]
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

 Philosopher

 Magician

 Minion info

 Lunatic

 Demon info

 Marionette

 Snake Charmer

 Cerenovus

 Pixie

 Huntsman

 Damsel

 Librarian

 Chef



 Dreamer



 General



 Dawn



# First Night

## Gaslight Gatekeep Gobl...

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

  If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

  The Marionette does not learn that a Damsel is in play.

  If the Marionette thinks that they are the Huntsman, the Damsel was added.

## Gaslight Gatekeep Gobl...

# Other Nights

Dusk 

Philosopher 

Inkkeeper 

Snake Charmer 

Cerenovus 

Pit-Hag 

Lunatic 

Fang Gu 

Vortex 

Vigormortis 

Barber 

Huntsman 

Damsel 

Farmer 

Dreamer 

Oracle 

General 

Dawn 