Illusions of Evil-**TOWNSFOLK** Grandmother You start knowing a good player & character. If the Demon kills them, you die too. Bounty Hunter You start knowing 1 evil player. If the evil player you know dies, you learn another that night. [1 Townsfolk is evil] Sailor Each night, choose a player: either you or they are drunk until dusk. You can't die. King Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are. Each night*, you learn if the Demon voted today. Flowergirl Oracle Each night*, you learn how many dead players are evil. Each night*, choose a living player: if good, they die, but they are the only player that can die tonight. Lycanthrope Gossip Each day, you may make a public statement. Tonight, if it was true, a player dies. Once per game, at night, choose a character: they are poisoned for 3 nights & 3 days. Courtier Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment. Seamstress Fool The first time you die, you don't. Magician The Demon thinks you are a Minion. Minions think you are a Demon. Choirboy If the Demon kills the King, you learn which player is the Demon. [+the King] **OUTSIDERS** Mutant If you are "mad" about being an Outsider, you might be executed.

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

OUTSIDERS

Mutant If you are "mad" about being an Outsider, you might be executed.

Moonchild When you learn that you died, choose 1 alive player: if good, they die tonight.

Drunk You do not know you are the Drunk. You think you are a Townsfolk, but your ability malfunctions.

You think you are a Demon, but your abilities malfunction. The Demon knows who you are & who you attack.

MINIONS

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 (not the same as 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.

Goblin If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS)

Vortox Each night*, choose a player: they die. Good abilities yield false information. Each day, if no-one is executed, evil wins.

Zombuul Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

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 chosen becomes an evil Fang Gu & you die instead. [+1 Outsider]

Godfather









Illusions of Evil





Sailor



Courtier



Godfather



Devil's Advocate



Cerenovus



Grandmother



Seamstress



Bounty Hunter



Dawn

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





Pounty Hunter





Seamstress



Flowergirl



Grandmother

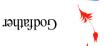


Moonchild



Choirboy





simomogiV



Vortox



InudmoZ



Pycanthrope



Lunatic

Cerenovus



Devil's Advocate



Sailor



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