



















	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.
	Flowergirl	Each night*, you learn if the Demon voted today.
	Oracle	Each night*, you learn how many dead players are evil.
	Lycanthrope	Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Courtier	Once per game, at night, choose a character: they are poisoned for 3 nights & 3 days.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	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.
	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.
	Lunatic	You think you are a Demon, but your abilities malfunction. The Demon knows who you are & who you attack.

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 (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

	Vortex	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]

 Minion info

 Lunatic

 Demon info

 King

 Sailor

 Courtier

 Godfather

 Devil's Advocate

 Cerenovus

 Grandmother

 Seamstress

 Bounty Hunter

 Dawn

First Night

Illusions of Evil



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

Dawn 

Bounty Hunter 

King 

Seamstress 


Oracle 


Flowergirl 


Grandmother 

Moonchild 

Choirboy 

Gossip 

Godfather 

Vigormortis 


Vortex 

Fang Gu 


Zombuul 

Lycanthrope 

Lunatic 

Cerenovus 

Devil's Advocate 

Courtier 

Sailor 

Dusk 

Illusions of Evil

Other Nights