




















	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Preacher	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	Balloonist	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.




## OUTSIDERS

	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	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

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	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.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

## DEMONS

	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Philosopher



Poppy Grower



Minion info



Lunatic



Demon info



Preacher



Lil' Monsta



Poisoner



Snake Charmer



Cerenovus



Pixie



Librarian



Clockmaker



Noble



Balloonist



Bounty Hunter



Chambermaid



Dawn

# First Night

## shell game v5



If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.



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.

## shell game v5

# Other Nights

Dawn



Chambermaid



Bounty Hunter



Balloonist



Ravenkeeper



Barber



Lil' Monsta



Fang Gu



Imp



Lunatic



Scarlet Woman



Pit-Hag



Cerenovus



Snake Charmer



Inkkeeper



Poisoner



Preacher



Pixie



Poppy Grower



Philosopher



Dusk

