




















	Noble	You start knowing 3 players, 1 and only 1 of which 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.
	Balloonist	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Oracle	Each night*, you learn how many dead players are evil.
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.




## 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.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Golem	You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

## MINIONS

	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Baron	There are extra Outsiders in play. [+2 Outsiders]
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

## DEMONS

	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.


 Minion info

 Demon info

 Marionette

 Cerenovus

 Pixie

 Huntsman

 Damsel

 Fortune Teller

 Seamstress

 Noble



 Balloonist



 Mathematician



 Dawn



# First Night

## Boozling! v7

  If the Marionette thinks that they are the Balloonist, +1 Outsider was added.

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

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

  If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.


Dawn 


Mathematician 

Balloonist 

Seamstress 

Oracle 

Fortune Teller 

Ravenkeeper 


Damsel 


Huntsman 

No Dash!! 

Fang Gu 

Imp 

Scarlet Woman 

Cerenovus 

Dusk 

## Boozling! v7

# Other Nights