

BURDEN OF BODIES by Red Mist

Townfolk



Chef

You start knowing how many pairs of evil players there are.



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Pixie

You start knowing 1 in-play Townfolk. If you were mad that you were this character, you gain their ability when they die.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn one good & one evil character, one of which is correct.



Oracle

Each night*, you learn how many dead players are evil.



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Alchemist

You have a not-in-play Minion ability.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Virgin

The 1st time you are nominated, if the nominator is a Townfolk, they are executed immediately.

Outsiders



Tinker

You might die at any time.



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Moonchild

When you learn that you died, publicly choose one alive player. Tonight, if it was a good player, they die.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

Minions



Mezephelus

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.

Demons



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

Fabled



Ferryman

On the final day, all dead players regain their vote token.

Jinxes



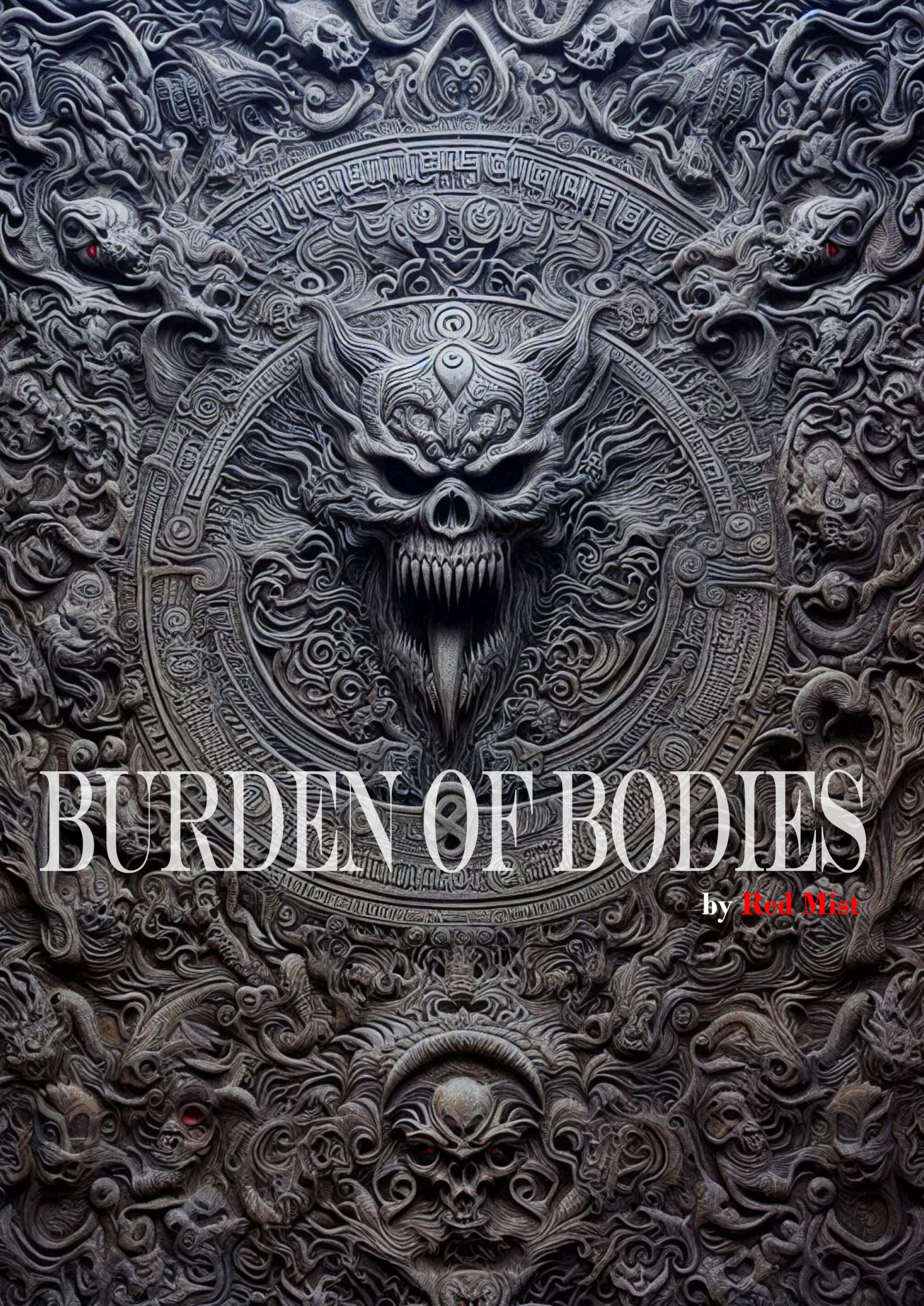
If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

Fabled

Shenanigan Net

Players may only perform ONE form of Shenanigans per day - (Slayer, Psychopath, Gossip, Juggler)

* not the first night



BURDEN OF BODIES

by **Red Mist**

Chef



Slayer



Virgin



Grandmother



Gambler



Gossip



Dreamer



Oracle



Juggler



Sage



Noble



Pixie



Alchemist



Cannibal



BURDEN OF BODIES

Trouble Brewing Sects and Violets by **Red Mist**
 4 (2) 5 (6)
 Bad Moon Rising Experimental
 9 (16) 7 (14)

Recluse



Tinker



Moonchild



Barber



Godfather



Assassin



Mezephales



Psychopath



Shabaloth



Po



Yaggababble



NIGHT ONE

 Dusk	
 Bone Collector	Tell them Evil or Good.
 Barista	Tell them Evil or Good. Put down a new barista token. Wake the target "Barista Chose You" 1 - Sober and Healthy / 2 - Act Twice, Put them to sleep.
 Bureaucrat	Tell them Evil or Good. They point at any player. Mark the chosen player with the 3 VOTES reminder.
 Apprentice	Show them the YOU ARE info token, then a Townsfolk or Minion token. Replace thier token with that character token along with IS THE APPRENTICE reminder.
 Yaggababble	Wake the Demon. Show them the phrase, then put them to sleep.
 Minion info	- Wake all Minions so they know each other - Point to the Demon
 Demon info	- Point to the Minions - Show 3 Out of play Bluffs
 Godfather	During the first night, wake the Godfather. Show them the character tokens of all Outsiders in play. Put the Godfather to sleep.
 Mezepheles	During the first night, wake the Mezepheles, show the written word, then put them to sleep.
 Pixie	Mark a Townsfolk character token with the Pixie's MAD reminder. Wake the Pixie. Show the Pixie this Townsfolk character token. Put the Pixie to sleep.
 Chef	During the first night, wake the Chef. Show the Chef fingers (0, 1, 2, etc.) equaling the number of pairs of neighboring evil players. Put the Chef to sleep.
 Grandmother	Mark any good character with the GRANDCHILD reminder. Show them this character token then point at the Grandchild player, then put the Grandmother to sleep.
 Dreamer	Each night, wake the Dreamer. They point at any player. Show them the players character and one of the opposite alignment.
 Noble	During the first night, wake the Noble. Point to all three players marked KNOW (one being an evil player). Put the Noble to sleep.
 Dawn	

 Shenanigan Net	Players may only perform ONE form of Shenanigans per day - (Slayer, Psychopath, Gossip, Juggler)
 Ferryman	On the final day, all dead players regain their vote token.

Jinxes	If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.
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 Dusk	
 Bone Collector	The Bone Collector either says no or points at any dead player - the chosen player regains their ability. Place HAS ABILITY on player. NO ABILITY on Bone Collector. Remove Tokens. Put down a new barista token. Wake the target "Barista Chose You" 1 - Sober and Healthy / 2 - Act Twice, Put them to sleep. They point at any player. Mark the chosen player with the 3 VOTES reminder.
 Bureaucrat	They point at any player and point to a corresponding character. If they are incorrect, they die. Put the DEAD reminder on them.
 Gambler	Each night, if a player is marked with the TURNS EVIL reminder, wake them. Tell them they are evil. NO ABILITY token on the Mezepheles.
 Mezepheles	You may bring back one player who died to the Shabaloht last night, use the ALIVE reminder and remove shroud. wake the Shabaloht to pick two players to die mark DEAD. Wake. If they shake their head place the 3 Attacks reminder on them and sleep. If they pick players to die, mark them DEAD. 3 Die if they have the 3 ATTACKS. Mark people dead using the DEAD tokens the Yaggababble cant today. These players may die at any time.
 Yaggababble	Wake. If they shake their head put them to sleep. If they select a player, mark them with the DEAD reminder. Then mark the Assassin with the NO ABILITY reminder.
 Godfather	If an Outsider died during the day, That night, wake the Godfather. They point at any player - mark the target with the DEAD reminder.
 Gossip	If the Gossip made a definite, true public statement today, you choose any player. The chosen player dies - mark them with the DEAD reminder.
 Barber	Wake the Demon. Show them the THIS CHARACTER SELECTED YOU > Barber token. The Demon either shakes their head no or points to two players to swap.
 Sage	If the Sage was killed by the Demon, wake the Sage. Point at two players, one who is the Demon that killed the Sage. Put the Sage to sleep.
 Tinker	At any time, you may decide that the Tinker dies. If this is during the night, mark the Tinker with the DEAD reminder.
 Moonchild	The player marked with the Moonchild's DEAD reminder dies.
 Grandmother	If the Demon kills the Grandchild, the Grandmother dies - mark them with the DEAD reminder.
 Dreamer	Each night, wake the Dreamer. They point at any player. Show them the players character and one of the opposite alignment.
 Oracle	Wake the Oracle. Show fingers (0, 1, 2, etc.) equaling the number of dead evil players. Then, put the Oracle to sleep.
 Juggler	Wake the Juggler. Show them fingers (0, 1, 2, etc.) equaling the number of CORRECT reminders. Put the Juggler to sleep. Remove the CORRECT reminders.
 Dawn	

OTHER NIGHTS