



















	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Shugenja	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Farmer	When you die at night, an alive good player becomes a Farmer.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Town Crier	Each night*, you learn if a Minion nominated today.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.





OUTSIDERS

	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Hatter	If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.
	Snitch	Each Minion gets 3 bluffs.

MINIONS

	Organ Grinder	All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.
	Wizard	Once per game, choose to make a wish. If granted, it might have a price and leave a clue as to its nature.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

DEMONS

	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	Ojo	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

-  Dusk
-  Philosopher
-  Minion info
-  Snitch
-  Demon info
-  Wizard
-  Snake Charmer
-  Organ Grinder
-  Amnesiac
-  Seamstress
-  Noble
-  Shugenja
-  Village Idiot
-  Spy
-  Dawn

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HOT POTATO



JINXES



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

RECOMMENDED

TRAVELLERS

None available

FABLED

None available



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-  Dusk
-  Philosopher
-  Wizard
-  Snake Charmer
-  Organ Grinder
-  Scarlet Woman
-  Fang Gu
-  No Dashii
-  Vortex
-  Ojo
-  Hatter
-  Amnesiac
-  Farmer
-  Town Crier
-  Seamstress
-  Juggler
-  Village Idiot
-  Spy
-  Dawn