Shugenja

TOWNSFOLK





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



You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



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.



Dreamer Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



Undertaker Each night*, you learn which character died by execution today.



Once per game, at night, choose which Minions or which Demon is in play. Engineer



Nightwatchman Once per game, at night, choose a player: they learn you are the Nightwatchman.



Seamstress Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Fisherman Once per game, during the day, visit the Storyteller for some advice to help your team win.



If you die at night, you are woken to choose a player: you learn their character. Ravenkeeper



Mayor If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS



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



Golem You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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



Puzzlemaster 1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINIONS



Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die. Harpy



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



Xaan On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Goblin If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS



No Dashii Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

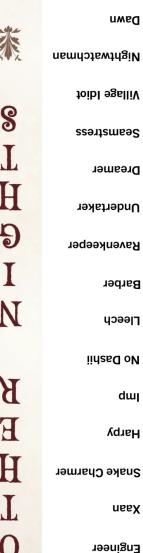


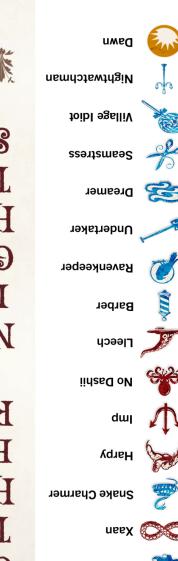
Lleech Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.











Dusk

RECOMMENDED

FABLEO

Djinn

TRAVELLERS

None available