






















TOWNSFOLK

	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.
	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.
	Engineer	Once per game, at night, choose which Minions or which Demon is in play.
	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.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	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

	Harpy	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
	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.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Leech	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
-  Minion info
-  Demon info
-  Engineer
-  Leech
-  Xaan
-  Snake Charmer
-  Harpy
-  Pixie
-  Dreamer
-  Seamstress
-  Noble
-  Shugenja
-  Village Idiot
-  Nightwatchman
-  Dawn

FIRST

NIGHT



BUYER'S REMORSE



JINXES

None available

RECOMMENDED



TRAVELLERS

None available

FABLED



Djinn

STHGIN

-  Dusk
-  Engineer
-  Xaan
-  Snake Charmer
-  Harpy
-  Imp
-  No Dashi!
-  Leech
-  Barber
-  Ravenkeeper
-  Undertaker
-  Dreamer
-  Seamstress
-  Village Idiot
-  Nightwatchman
-  Dawn