






















TOWNSFOLK

	<b>Shugenja</b>	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	<b>Pixie</b>	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	<b>Balloonist</b>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	<b>Fortune Teller</b>	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	<b>Town Crier</b>	Each night*, you learn if a Minion nominated today.
	<b>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>Artist</b>	Once per game, during the day, privately ask the Storyteller any yes/no question.
	<b>Juggler</b>	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	<b>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	<b>Poppy Grower</b>	Minions & Demons do not know each other. If you die, they learn who each other are that night.





OUTSIDERS

	<b>Ogre</b>	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	<b>Lunatic</b>	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	<b>Saint</b>	If you die by execution, your team loses.
	<b>Puzzlemaster</b>	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

	<b>Harpy</b>	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
	<b>Cerenovus</b>	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	<b>Assassin</b>	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	<b>Widow</b>	On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMONS

	<b>No Dashii</b>	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	<b>Kazali</b>	Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]
	<b>Ojo</b>	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	<b>Legion</b>	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

-  Dusk
-  Kazali
-  Poppy Grower
-  Minion info
-  Lunatic
-  Demon info
-  Widow
-  Cerenovus
-  Harpy
-  Pixie
-  Amnesiac
-  Fortune Teller
-  Balloonist
-  Shugenja
-  Ogre
-  Dawn

# FIRST NIGHT



## THE WARRENS



### JINXES



If the Poppy Grower is in play, the Widow does not see the Grimoire until the Poppy Grower dies.

## RECOMMENDED

### TRAVELLERS

None available

### FABLED



Spirit of Ivory

# STHGIN O

-  Dusk
-  Poppy Grower
-  Cerenovus
-  Harpy
-  Lunatic
-  Legion
-  No Dashii
-  Ojo
-  Kazali
-  Assassin
-  Amnesiac
-  Ravenkeeper
-  Fortune Teller
-  Undertaker
-  Town Crier
-  Jugler
-  Balloonist
-  Dawn