



**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.



**Balloonist** Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



Fortune Teller Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



**Town Crier** Each night\*, you learn if a Minion nominated today.



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



**Savant** Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



**Artist** Once per game, during the day, privately ask the Storyteller any yes/no question.



**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.



**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.



Poppy Grower Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDERS



**Ogre** On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



**Lunatic** You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



**Saint** If you die by execution, your team loses.



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.



Cerenovus

Widow

Kazali

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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



On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMONS



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



Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



**Ojo** Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



**Legion** 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** 



**A**mnesiac



**Fortune Teller** 



**Balloonist** 





Shugenja



Ogre





Dawn

## THE WARRENS



## JINXES



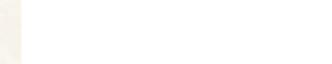
F

R

8



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





## RECOMMENDED



**TRAVELLERS** 

None available

**FABLEO** 



Spirit of Ivory

Dawn









Juggler







Fortune Teller



**К**аvenkeeper



Amnesiac

D

N



nissassA



Kazali οįΟ



















Cerenovus



Рорру Grower



Dusk

