























TOWNSFOLK

	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]
	Preacher	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
	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.




OUTSIDERS


	Butler	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	Plague Doctor	When you die, the Storyteller gains a Minion ability.
	Saint	If you die by execution, your team loses.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	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

	Cerenovus	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.
	Widow	On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	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.
	Kazali	Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]
	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
-  Kazali
-  Minion info
-  Demon info
-  Preacher
-  Widow
-  Cerenovus
-  Pixie
-  Amnesiac
-  Fortune Teller
-  Butler
-  Balloonist
-  Shugenja
-  Dawn

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THE WARRENS (V3.0)

JINXES



If the Plague Doctor dies, a living Minion gains the Goblin ability in addition to their own ability, and learns this.



The Cerenovus may choose to make a player mad that they are the Goblin.

RECOMMENDED

TRAVELLERS

None available

FABLED



Bootlegger

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-  Dawn
-  Butler
-  Balloonist
-  Jugler
-  Town Crier
-  Undertaker
-  Fortune Teller
-  Ravenkeeper
-  Amnesiac
-  Assassin
-  Kazali
-  No Dashii
-  Fang Gu
-  Cerenovus
-  Preacher
-  Dusk