

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.





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.



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.





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]



Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Lord of Typhon Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Fang Gu



Dusk



Lord of Typhon



Kazali



Minion info



Demon info



Preacher



Widow



Cerenovus



Pixie



Amnesiac



Fortune Teller



Butler



Balloonist





Shugenja



Dawn

THE WARRENS



JINXES



F

R

8



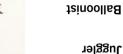
If the Plague Doctor dies, a living Minion gains the Goblin ability in addition to their own ability, and learns this.





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







Dawn

Butler



































TRAVELLERS

FABLED

None available

None available



N































