



















	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	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.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Undertaker	Each night*, you learn which character died by execution today.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Engineer	Once per game, at night, choose which Minions or which Demon is in play.
	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.




OUTSIDERS

















	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Plague Doctor	When you die, the Storyteller gains a Minion ability.
	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

	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	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]

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
-  Librarian
-  Seamstress
-  Noble
-  Shugenja
-  Spy
-  High Priestess
-  Chambermaid
-  Dawn

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BUYER'S REMORSE



JINXES



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

RECOMMENDED

TRAVELLERS

None available

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None available

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-  Dusk
-  Engineer
-  Xaan
-  Snake Charmer
-  Monk
-  Harpy
-  Imp
-  No Dashii
-  Leech
-  Barber
-  Ravenkeeper
-  Undertaker
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