






















TOWNSFOLK

	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	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.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	Oracle	Each night*, you learn how many dead players are evil.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Farmer	If you die at night, an alive good player becomes a Farmer.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.





OUTSIDERS

	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Harpy	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]
	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



Philosopher



Poppy Grower



Minion info



Demon info



Poisoner



Cerenovus



Harpy



Pixie



Amnesiac



Empath



Noble



Shugenja



Village Idiot



Bounty Hunter



Spy



Dawn

FIRST

NIGHT



PEER REVIEWED



JINXES



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

RECOMMENDED



TRAVELLERS

None available

FABLED

None available



STHGIN OR

Dawn



Spy



Bounty Hunter



Village Idiot



Oracle



Empath



Farmer



Amnesiac



Vortex



Fang Gu



Imp



Legion



Harpy



Cerenovus



Poisoner



Poppy Grower



Philosopher



Dusk

