



















	Knight	You start knowing 2 players that are not the Demon.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Shugenja	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	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.
	Oracle	Each night*, you learn how many dead players are evil.
	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.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.





OUTSIDERS
















	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.
	Plague Doctor	When you die, the Storyteller gains a Minion ability.
	Mutant	If you are “mad” about being an Outsider, you might be executed.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

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 one or both might die.
	Cerenovus	Each night, choose a player & a good character: they are “mad” they are this character tomorrow, or might be executed.
	Boomdandy	If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.

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.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]
	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
-  Poppy Grower
-  Minion info
-  Lunatic
-  Demon info
-  Preacher
-  Poisoner
-  Cerenovus
-  Harpy
-  Pixie
-  Amnesiac
-  Fortune Teller
-  Knight
-  Shugenja
-  High Priestess
-  General
-  Dawn

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INSANITY AND INTUITI...

JINXES



If the Plague Doctor is executed and the Storyteller would gain the Boomdandy ability, the Boomdandy ability triggers immediately.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

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