





















	<b>Investigator</b>	You start knowing that 1 of 2 players is a particular Minion.
	<b>Grandmother</b>	You start knowing a good player & their character. If the Demon kills them, you die too.
	<b>Shugenja</b>	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	<b>Pixie</b>	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	<b>High Priestess</b>	Each night, learn which player the Storyteller believes you should talk to most.
	<b>General</b>	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	<b>Flowergirl</b>	Each night*, you learn if a Demon voted today.
	<b>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>Alsaahir</b>	Once per day, if you publicly guess which players are Minions(s) and which are Demon(s), good wins.
	<b>Farmer</b>	If you die at night, an alive good player becomes a Farmer.
	<b>Atheist</b>	The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]
	<b>Banshee</b>	If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.


## OUTSIDERS

	<b>Ogre</b>	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Sweetheart</b>	When you die, 1 player is drunk from now on.
	<b>Hatter</b>	If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.
	<b>Barber</b>	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

## MINIONS

	<b>Godfather</b>	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	<b>Harpy</b>	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
	<b>Cerenovus</b>	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	<b>Marionette</b>	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

## DEMONS

	<b>Ojo</b>	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
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-  Dusk
-  Minion info
-  Demon info
-  Marionette
-  Godfather
-  Cerenovus
-  Harpy
-  Pixie
-  Investigator
-  Grandmother
-  Shugenja
-  Ogre
-  High Priestess
-  General
-  Dawn

# FIRST NIGHT



## ANONYMOUS DISHONESTY



### JINXES

None available

## RECOMMENDED











### TRAVELLERS

None available

### FABLED

None available

# STHGIN OR

-  Dusk
-  Cerenovus
-  Harpy
-  Scarlet Woman
-  Ojo
-  Godfather
-  Hatter
-  Barber
-  Sweetheart
-  Banshee
-  Farmer
-  Grandmother
-  Undertaker
-  Flowergirl
-  High Priestess
-  General
-  Dawn