



















	<b>Investigator</b>	You start knowing that 1 of 2 players is a particular Minion.
	<b>Shugenja</b>	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	<b>Lucky detective</b>	Each night you may learn something about the Grimoire.
	<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>Lobbyist</b>	Each night*, if the first nominated player the previous day got a predetermined amount of votes, you learn a good character that is in play. If you influenced the vote the information may be false.
	<b>Fortune Teller</b>	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	<b>AA leader</b>	Each night choose a player, you and they cannot be made drunk or poisoned due to another characters ability until dusk.
	<b>Dreamer</b>	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	<b>Scourge seeker</b>	Each night, choose 3 alive players (not yourself): you learn if any of them are evil.
	<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>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.





## OUTSIDERS

	<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>Plague Doctor</b>	If you die, the Storyteller gains a Minion ability.
	<b>Puzzlemaster</b>	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

	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Pit-Hag</b>	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	<b>Assassin</b>	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	<b>Widow</b>	On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

## DEMONS

	<b>No Dashii</b>	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	<b>Vortex</b>	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
	<b>Legion</b>	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]
	<b>Leech</b>	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
-  Leech
-  Poisoner
-  Widow
-  Courtier
-  Pixie
-  Investigator
-  Fortune Teller
-  Dreamer
-  Shugenja
-  Bounty Hunter
-  General
-  Dawn

FIRST NIGHT



MYSTERY & MISINFORMA...

JINXES

None available

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

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- Dusk 
- Poisoner 
- Courtier 
- Pit-Hag 
- Legion 
- No Dashii 
- Vortex 
- Leech 
- Assassin 
- Sweetheart 
- Ravenkeeper 
- Fortune Teller 
- Undertaker 
- Dreamer 
- Oracle 
- Bounty Hunter 
- General 
- Dawn 