


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.


Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.


Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]


King

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows who you are.


Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.


Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.


Nightwatchman

Once per game, at night, choose a player: they learn who you are.


Alchemist

You have a not-in-play Minion ability.


Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.


Farmer

If you die at night, an alive good player becomes a Farmer.


Choirboy

If the Demon kills the King, you learn which player is the Demon. [+the King]


Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDERS


Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.


Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.


Saint

If you die by execution, your team loses.


Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

MINIONS


Mezephales

You start knowing a secret word. The 1st good player to say this word becomes evil that night.


Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.


Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.


Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS


Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.


Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.


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
-  Alchemist
-  Poppy Grower
-  Yaggababble
-  Minion info
-  Lunatic
-  Demon info
-  King
-  Preacher
-  Fearmonger
-  Mezephales
-  Pixie
-  Amnesiac
-  Shugenja
-  Village Idiot
-  Nightwatchman
-  Ogre
-  Dawn

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RUTTY-G



JINXES



If the Exorcist chooses the Yaggababble, the Yaggababble ability does not kill tonight.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

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-  Vigormortis
-  Al-Hadikhia
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