

Steward

You start knowing 1 good player.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Flowergirl

Each night*, you learn if a Demon voted today.



Village Idiot

Each night, choose a player: you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s),



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Vizier 1

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.

Once per game, at night, choose a living player:

the Damsel, if chosen, becomes a not-in-play Townsfolk.



Fisherman

Huntsman

[+the Damsel]

Once per game, during the day, visit the Storyteller for some advice to help your team win.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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

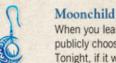


If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Poppy Grower Minions & Demons do not know each other.

If you die, they learn who each other are that night.



When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.





Dawn

Vizier

Wait a few seconds. Call for eyes open.

Declare that the Vizier is in play, and which player it is.

	MARKET STATE OF STATE	
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Pixie	If the Townsfolk marked MAD died, & the Pixie player has been sufficiently mad that they were this character: Replace the MAD reminder with the HAS ABILITY reminder. ⊚
2	Poppy Grower	If the Poppy Grower died today or tonight, & is marked with the EVIL WAKES reminder: Show the THIS IS THE DEMON info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the THESE ARE YOUR MINIONS info token, then point to the Minions. Put the Demon to sleep.
2	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down, Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.
T	Devil's Advocate	The Devil's Advocate chooses a living player.
PR	Harpy	The Harpy chooses a player ③ & then another player. ⑤ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚ (*
e e	No Dashii	The No Dashii chooses a player. ◎
Y	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died.
	Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
N.	Damsel	TBD
×	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
©	Flowergirl	Either nod or shake your head.
2	Juggler	Give a finger signal.
Q.	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
(A)	D	

Wait a few seconds. Call for eyes open & immediately say who died.

Dawn