

**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),  
good wins.

**Huntsman**

Once per game, at night, choose a living player:  
the Damsel, if chosen, becomes a not-in-play Townsfolk.  
[+the Damsel]

**Artist**

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

**Fisherman**

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.

**Farmer**

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

**Banshee**

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.

**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.

**Moonchild**

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.

**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**

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.

**Po**

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



**Dusk**

Check that all eyes are closed. Some Travellers & Fabled act.

**Poppy Grower**

Wake the Demon.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.  
Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.

**Minion Info**

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.

**Demon Info**

If there are 7 or more players, wake the Demon:  
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**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. ☺

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☹

**Harpy**

The Harpy chooses a player ☹ & then another player. ☹ 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.

**Pixie**

Show the Townsfolk character token marked **MAD**.

**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.

**Damsel**

Wake each Minion. Show the Damsel token.

**Steward**

Point to the player marked **KNOW**. ☹

**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.)

**Dawn**

Wait a few seconds. Call for eyes open.

**Vizier**

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





Dusk

Check that all eyes are closed. Some Travellers &amp; 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. ☹



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.



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. ☹



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Harpy

The Harpy chooses a player ☹ & then another player. ☹ 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 if they chose no-one last night. ☹ or ☹☹☹\*



No Dashii

The No Dashii chooses a player. ☹



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.



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.



Juggler

Give a finger signal.



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.)



Dawn

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