

**Pixie**

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

**Town Crier**

Each night\*, you learn  
if a Minion nominated today.

**Oracle**

Each night\*, you learn  
how many dead players are evil.

**Innkeeper**

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

**Balloonist**

Each night, you learn a player  
of a different character type than last night.  
[+0 or +1 Outsider]

**Snake Charmer**

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

**Dreamer**

Each night, choose a player (not yourself or Travellers):  
you learn 1 good and 1 evil character,  
1 of which is correct.

**Lycanthrope**

Each night\*, choose an alive player.  
If good, they die & the Demon doesn't kill tonight.  
One good player registers as evil.

**Huntsman**

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

**Juggler**

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

**Amnesiac**

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

**Atheist**

The Storyteller can break the game rules,  
and if executed, good wins, even if you are dead.  
[No evil characters]

**Poppy Grower**

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

**Lunatic**

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

**Drunk**

You do not know you are the Drunk.  
You think you are a Townsfolk character,  
but you are not.

**Mutant**

If you are "mad" about being an Outsider,  
you might be executed.

**Damsel**

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

**Poisoner**

Each night, choose a player:  
they are poisoned tonight and tomorrow day.

**Cerenovus**

Each night, choose a player & a good character:  
they are "mad" they are this character tomorrow,  
or might be executed.

**Marionette**

You think you are a good character but you are not.  
The Demon knows who you are.  
[You neighbor the Demon]

**Boomdandy**

If you are executed, all but 3 players die.  
After a 10 to 1 countdown,  
the player with the most players pointing at them, dies.

**Vizier**

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

**Vortex**

Each night\*, choose a player: they die.  
Townsfolk abilities yield false info.  
Each day, if no-one is executed, evil wins.

**Legion**

Each night\*, a player might die.  
Executions fail if only evil voted.  
You register as a Minion too. [Most players are Legion]

**Leech**

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

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



## Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



## 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.



## Poisoner

The Poisoner chooses a player. ☹



## Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



## 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. ☹



## Cerenovus

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



## Lunatic

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).



## Lycanthrope

The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ☹ Demon doesn't kill tonight.



## Legion

You may decide a player that dies. (Once per living Legion) ☹



## Vortex

The Vortex chooses a player. ☹



## Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☹



## 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



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## Town Crier

Either nod or shake your head.



## Oracle

Give a finger signal.



## Juggler

Give a finger signal.



## Balloonist

Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☹



## Dawn

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