

TOWNSFOLK



Steward

You start knowing
1 good player.



Noble

You start knowing 3 players,
1 and only 1 of which is evil.



Investigator

You start knowing that 1 of 2 players
is a particular Minion.



Grandmother

You start knowing a good player & their character.
If the Demon kills them, you die too.



Town Crier

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



Oracle

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



Undertaker

Each night*, you learn which character
died by execution today.



Gambler

Each night*, choose a player & guess their character;
if you guess wrong, you die.



Savant

Each day, you may visit the Storyteller
to learn two things in private:
1 is true & 1 is false.



Amnesiac

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



Tea Lady

If both your alive neighbors are good,
they can't die.



Virgin

The 1st time you are nominated,
if the nominator is a Townsfolk,
they are executed immediately.



Poppy Grower

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

OUTSIDERS



Drunk

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



Moonchild

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



Politician

If you were the player most responsible for your team losing,
you change alignment & win,
even if dead.



Damsel

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

MINIONS



Mezepheles

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



Poisoner

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



Harpy

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



Psychopath

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



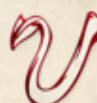
No Dashii

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



Kazali

Each night*, choose a player: they die.
[You choose which players are which Minions.
-? to +? Outsiders]



Pukka

Each night, choose a player: they are poisoned.
The previously poisoned player dies then becomes
healthy.



Fang Gu

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]

DEMONS

*Not the
first night



Amnesiac

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



Dusk

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



Kazali

The Kazali points at a player and a Minion on the character sheet.
Replace their old character token with the Minion token. Wake the player.
Show them the **You Are** info token then the Minion character token, and give a thumbs down.
Repeat until the normal number of Minions exist.
Put the Kazali to sleep.



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.



Minion Info

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



Kazali

The Kazali points at a player and a Minion on the character sheet.
Replace their old character token with the Minion token. Wake the player.
Show them the **You Are** info token then the Minion character token, and give a thumbs down.
Repeat until the normal number of Minions exist.
Put the Kazali to sleep.



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.



Poisoner

The Poisoner chooses a 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.



Mezepheles

Show a single word on a piece of paper, phone, or other device.



Pukka

The Pukka chooses a player. ☹



Steward

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



Noble

Point to all three players marked **KNOW**.



Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



Grandmother

Point to the grandchild player & show their character token.



Damsel

Wake each Minion. Show the Damsel token.



Dawn

Wait a few seconds. Call for eyes open.

**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

**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. ☹

**Gambler**

The Gambler chooses a player & a character. ☹

**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.

**Mezepheles**

If a player is marked with the **TURNS EVIL** reminder:
Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
Turn their character token upside down. (This shows they are now evil.)
Mark the Mezepheles with the **NO ABILITY** reminder. ☹

**Kazali**

The Kazali chooses a player. ☹

**Pukka**

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹

**Fang Gu**

The Fang Gu chooses a player. ☹ If they chose an Outsider (once only):
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☹

**No Dashii**

The No Dashii chooses a player. ☹

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☹

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☹

**Town Crier**

Either nod or shake your head.

**Oracle**

Give a finger signal.

**Undertaker**

If a player was executed today, show their character token.

**Dawn**

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