### Knight
You start knowing 2 players
that are not the Demon.

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

### Washerwoman
You start knowing that 1 of 2 players
is a particular Townsfolk.

### 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.

### 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.

### 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.

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

### 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]

*Not the
first night

| | | |
|---|---|---|
| | **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 |
| | **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 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. |
| | **Marionette** | Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep. |
| | **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. |
| | **Pukka** | The Pukka chooses a player. ◉ |
| | **Damsel** | Wake each Minion. Show the Damsel token. |
| | **Washerwoman** | Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players. |
| | **Investigator** | Show the Minion character token. Point to both the **MINION** and **WRONG** players. |
| | **Grandmother** | Point to the grandchild player & show their character token. |
| | **Knight** | Point to the two players marked **KNOW**. ◉◉ |
| | **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. |
| | **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. ◎ |
| | **Kazali** | The Kazali chooses a player. ◎ |
| | **Damsel** | TBD |
| | **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. ◎ |
| | **Undertaker** | If a player was executed today, show their character token. |
| | **Town Crier** | Either nod or shake your head. |
| | **Oracle** | Give a finger signal. |
| | **Dawn** | Wait a few seconds. Call for eyes open & immediately say who died. |