

Knight

You start knowing 2 players that are not the Demon.



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.



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.



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Amnesiac

Gossip

Savant

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

Each day, you may make a public statement.

Tonight, if it was true, a player dies.

Each day, you may visit the Storyteller

to learn two things in private: 1 is true & 1 is false.



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

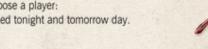
Harpy

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

tomorrow, the 1st player is mad that the 2nd is evil,

Each night, choose 2 players:

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]

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
9	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
9	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.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
P	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.
M	Marionette	Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token Put the Demon to sleep.
1	Poisoner	The Poisoner chooses a player. ⊚
R	Harpy	The Harpy chooses a player ② & then another player. ② 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.
V	Pukka	The Pukka chooses a player. ◎
N	Damsel	Wake each Minion. Show the Damsel token.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
60)	Grandmother	Point to the grandchild player & show their character token.
*	Knight	Point to the two players marked KNOW. ⊚⊚
	Mathematician	Give a finger signal.
	THE RESERVE OF THE PARTY OF THE	

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
#g	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 s
1	Poisoner	The Poisoner chooses a player. ◎
04	Gambler	The Gambler chooses a player & a character. ◎
PA	Harpy	The Harpy chooses a player ③ & then another player. ③ 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.
V	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.
25	No Dashii	The No Dashii chooses a player. ◎
9	Kazali	The Kazali chooses a player. ⊚
Q	Gossip	If the Gossip is due to kill a player, they die. ◎
N.	Damsel	TBD
S.	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
60	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.
	Mathematician	Give a finger signal.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.