



TOWNSFOLK

	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	King	Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Alchemist	You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Farmer	When you die at night, an alive good player becomes a Farmer.
	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]
	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDERS

	Ogre	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Damsel	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.
	Heretic	Whoever wins, loses & whoever loses, wins, even if you are dead.

MINIONS

	Harpy	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
	Wizard	Once per game, choose to make a wish. If granted, it might have a price and leave a clue as to its nature.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS

	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]
	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Dusk



Alchemist



Poppy Grower



Magician



Minion info



Lunatic



Demon info



King



Lil' Monsta



Wizard



Harpy



Pixie



Huntsman



Damsel



Noble



Village Idiot



Ogre



General



Dawn

FIRST

NIGHT



DUSK IN THE HOUSE OF...



JINXES



If the Cannibal eats the Poppy Grower, then dies or loses the Poppy Grower ability, the Demon and Minions learn each other that night.



If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.



Each night, the Magician chooses a Minion: if that Minion & Lil' Monsta are alive, that Minion babysits Lil' Monsta.



If there are 5 or more players alive and the player holding the Lil' Monsta token dies, the Scarlet Woman is given the Lil' Monsta token tonight.

RECOMMENDED



TRAVELLERS

None available

FABLED



Sentinel



Spirit of Ivory

STHGIN RETHO

Dawn



General



King



Village Idiot



Farmer



Damsel



Huntsman



Choirboy



Lil' Monsta



No Dashi!



Imp



Legion



Lunatic



Scarlet Woman



Harpy



Wizard



Poppy Grower



Dusk

