

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]



Alchemist

Poppy Grower

Magician

Minion info

Lunatic

Demon info

King

Lil' Monsta











Noble











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





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





Each night, the Magician chooses a Minion:



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



Village Idiot

































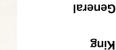














Dawn











































JINXES









Lil' Monsta token.





if that Minion & Lil' Monsta are alive, that Minion babysits Lil' Monsta.





Monsta token tonight.





TRAVELLERS

FABLED





Sentinel



Spirit of Ivory