



Star's Edge

TOWNSFOLK



Washerwoman

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



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Mathematician

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



Hermit

You have all Outsider abilities. [-0 or -1 Outsiders]



Drunk

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



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]



Town Crier

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



Undertaker

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Virgin

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



Atheist

The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Snitch

Each Minion gets 3 bluffs.



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Boomdandy

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

OUTSIDERS

MINIONS

DEMONS

Star's Budge



Mathematician / Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.



Plague Doctor / Boomdandy

If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.



Plague Doctor / Spy

If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.



Dusk

Start the Night Phase.



Yaggababble

Choose a secret phrase. Wake the Yaggababble and let them know their secret phrase.



Minion Info

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



Snitch

Wake each Minion. Show the **THESE CHARACTERS ARE NOT IN PLAY** token and three not-in-play character tokens. Put each Minion 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.



Preacher

The Preacher chooses a player. If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token and the Preacher token.



Lil' Monsta

Wake all Minions, allow them to choose a babysitter.



Godfather

Show the character tokens of all in-play Outsiders.



Witch

The Witch chooses a player.



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Balloonist

Show any player.



Shugenja

Point clockwise or anticlockwise around the circle.



Village Idiot

Choose a Village Idiot to be drunk. Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.



Spy

Show the Grimoire for as long as the Spy needs.



Mathematician

Give a finger signal.



Dawn

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Preacher**

The Preacher chooses a player. ● If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token and the Preacher token.

**Witch**

The Witch chooses a player. ●

**Imp**

The Imp chooses a player. ● If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.

**Vigormortis**

The Vigormortis chooses a player. ● If that player is a Minion, poison a neighboring Townsfolk.

**Lil' Monsta**

Wake all Minions, allow them to choose a babysitter. ● A player might die.

**Yaggababble**

For each time the Yaggababble said the phrase today, you may choose a player. They die. ●

**Godfather**

If an Outsider died today, the Godfather chooses a player. ●

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Undertaker**

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

**Town Crier**

Either nod or shake your head.

**Balloonist**

Show a player with a different character type to previously. ●

**Village Idiot**

Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.

**Spy**

Show the Grimoire for as long as the Spy needs.

**Mathematician**

Give a finger signal.

**Dawn**

Wait for a few seconds. End the Night Phase.