



TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS



Star's Edge

**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.

**Boondandy**

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]

Star's Edge



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.