Powdered Donuts v1.0.0 *by seaplus*

Hindu · Big Wig

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



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 1 player of each character type, until there are no more types to learn. [+1 Outsider]



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



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

OUTSIDER



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



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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.

MINION



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



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

DEMON



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Witch
5. Washerwoman
6. Seamstress
7. Noble
8. Balloonist
9. Spy
10. General
11. D — Dawn

FABLED, JINXES & LORIC

LORIC

Hindu
The first 4 players to die are immediately reincarnated as Travellers of the same alignment.

Big Wig
Each nominee chooses a player: until voting, only they may speak & they are mad the nominee is good or they might die.

RECOMMENDED TRAVELLERS

Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Bone Collector
Once per game, at night, choose a dead player: they regain their ability until dusk.

Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Scapegoat
If a player of your alignment is executed, you might be executed instead.

Gnome
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

OTHER NIGHTS

1. D — Dusk
2. Gambler
3. Monk
4. Witch
5. Shabaloth
6. Assassin
7. Moonchild
8. Seamstress
9. Balloonist
10. Spy
11. General
12. D — Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1 D **Dusk**
Start the Night Phase.

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

3 D **Demon Info**
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

5  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

6  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

7  **Noble**
Point to 3 players including one evil player, in no particular order.

8  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

9  **Spy**
Show the Grimoire to the Spy for as long as they need.

10  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

11 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

3  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

4  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

5  **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

6  **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

7  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

8  **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

9  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

10  **Spy**
Show the Grimoire to the Spy for as long as they need.

11  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

12 D **Dawn**
Wait for a few seconds. End the Night Phase.