

## Noble

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



#### Librarian

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



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



## Oracle

Each night\*, you learn how many dead players are evil.



# **High Priestess**

Each night, learn which player the Storyteller believes you should talk to most.



### Monk

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



# Balloonist

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



### Hermit

You have all Outsider abilities. [-O or -1 Outsider]



### Mutant

If you are "mad" about being an Outsider, you might be executed.



# Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



# Witch

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



# Cerenovus

Each night, choose a player & a good character:



# Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



You may choose to open your eyes at night. You wake when other evil players do.



## Vigormortis

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



# Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



# Village Idiot

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



### Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



## Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s),



### Seamstress

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



# Cannibal 2

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



#### Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



### Zealot

If 5 or more players are alive, you must vote for every nomination.



### Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



they are "mad" they are this character tomorrow, or might be executed.





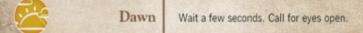
# Lord Of Typhon

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]





High Priestess Point to the player whom you most think the High Priestess should speak with tomorrow.



0			
(0		Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
		Wraith	Wake the Wraith whenever other evil players wake,
		Cannibal	The Cannibal has the ability of the most recently executed player.  They immediately learn any you start knowing information.
*	•	Poisoner	The Poisoner chooses a player. ◎
8		Wizard	Run the Wizard's ability, if applicable.
2	<u>*</u>	Monk	The Monk chooses a player. ◎
1	I	Witch	The Witch chooses a player. ◎
8		Cerenovus	The Cerenovus chooses a player & a character.   Put the Cerenovus to sleep. Wake the target.  Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
3		Fang Gu	The Fang Gu chooses a player. (a) If they chose an Outsider (once only):  Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.  Show the YOU ARE and Fang Gu tokens & give a thumbs-down.
4	Lord	Of Typhon	The Lord of Typhon chooses a player. ◎
×	~	Vigormortis	The Vigormortis chooses a player.
1	ľ	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token.   Publicly announce that the Banshee died.
•	For	rtune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
*	<b>₹</b>	Oracle	Give a finger signal.
9	+	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
-	9	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token.  Place the SEEN token next to the shown player.
	k '	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Hi	gh Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
Ę.	3	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.