

**Librarian**

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

**Pixie**

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

**Oracle**

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

**Empath**

Each night, you learn how many of your 2 alive neighbours are evil.

**Innkeeper**

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

**General**

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

**Snake Charmer**

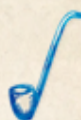
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

**Dreamer**

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

**Savant**

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

**Philosopher**

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

**Huntsman**

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

**Farmer**

If you die at night, an alive good player becomes a Farmer.

**Magician**

The Demon thinks you are a Minion. Minions think you are a Demon.

**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

**Drunk**

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

**Hatter**

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

**Mutant**

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

**Damsel**

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

**Cerenovus**

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

**Pit-Hag**

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

**Marionette**

You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]

**Goblin**

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

**Vortex**

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

**Fang Gu**

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

**Vigormortis**

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

*Not the first night



Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
Put the Minions to sleep. Wake the Demon.
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



Minion Info

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



Lunatic

If there are 7 or more players, wake the Lunatic:
Show the **THESE ARE YOUR MINIONS** token. Point to any players.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
Put the Lunatic to sleep. Wake the Demon.
Show the **YOU ARE** info token and the Demon token.
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



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.



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
Put the old Snake Charmer to sleep. Wake the old Demon.
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☹



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.



Librarian

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



Pixie

Show the Townsfolk character token marked **MAD**.



Empath

Give a finger signal.



General

If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Huntsman

If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ☹
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



Damsel

Wake each Minion. Show the Damsel token.



Dawn

Wait a few seconds. Call for eyes open.



Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:
 Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
 Put the old Snake Charmer to sleep. Wake the old Demon.
 Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☹



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



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



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
 Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



Lunatic

Do whatever needs to be done to simulate the Demon acting.
 Put the Lunatic to sleep. Wake the Demon.
 Show the Lunatic token & point to them, then their target(s).



Fang Gu

The Fang Gu chooses a player. ☹ 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. ☹



Vigormortis

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



Vortex

The Vortex chooses a player. ☹



Hatter

If the Hatter died, wake the Minions and Demon:
 Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
 Each player may point to another character of the same type as their current character.
 If a second player would end up with the same character as another player:
 Shake your head no and gesture for them to choose again.
 Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
 Change each player to the character they chose.



Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:
 Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☹



Farmer

If the Farmer died tonight:
 Wake an alive good player.
 Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
 Replace their previous character token with a Farmer character token.



Empath

Give a finger signal.



General

If you believe that the good team is winning, give a thumbs up.
 If you believe that the evil team is winning, give a thumbs down.
 If you don't know which team is winning, give a thumbs to the side.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Oracle

Give a finger signal.



Huntsman

If the Huntsman points to a player:
 Put them to sleep. Mark them with the **NO ABILITY** token. ☹
 If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
 Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



Dawn

Wait a few seconds. Call for eyes open & immediately say who died.