

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.



Innkeeper

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



Preacher

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



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.



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Drunk

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



Mutant

Savant

Philosopher

Fisherman

Alchemist

Farmer

Fool

you don't.

Pacifist

Recluse

even if dead.

might not die.

When using this,

If you die at night,

The first time you die,

Executed good players

Each day, you may visit the Storyteller

choose a good character: gain that ability.

If this character is in play, they are drunk.

the Storyteller may prompt you to choose differently.

an alive good player becomes a Farmer.

to learn two things in private: 1 is true & 1 is false.

Once per game, at night,

to help your team win.

You have a Minion ability.

Once per game, during the day,

visit the Storyteller for some advice

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

You might register as evil & as a Minion or Demon,



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Harpy

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



Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



Baron

There are extra Outsiders in play. [+2 Outsiders]



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Vigormortis

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



Imp

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





Dusk

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



Philosopher

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



Alchemist

Show the YOU ARE info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the IS THE ALCHEMIST token. © Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).



Minion Info

If there are 7 or more players, wake all Minions:

Show the THIS IS THE DEMON token. Point to the Demon.



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.

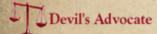


Preacher

The Preacher chooses a player. If they choose a Minion:

Put a PREACHED reminder token next to that Minion. Wake the chosen Minion.

Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.



The Devil's Advocate chooses a living player. @



Harpy

The Harpy chooses a player ② & then another player. ② Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.



Fearmonger

The Fearmonger picks a player:

Mark the chosen player with the FEAR reminder. O Declare that "The Fearmonger has chosen a player."



Librarian

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



Pixie

Show the Townsfolk character token marked MAD.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



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.
AFT.		The Preacher chooses a player. If they choose a Minion:
	Preacher	Put a PREACHED reminder token next to that Minion. Wake the chosen Minion. Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.
	Innkeeper	The lankages shares 2 player 000
	mikeeper	The Innkeeper chooses 2 players. ©©©
TAI	Devil's Advocate	The Devil's Advocate chooses a living player.
PR	Harpy	The Harpy chooses a player ③ & then another player. ⑤ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
4		Show the This Character Selected foo token, the Harpy token, their point to the second target.
1		
	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. Declare that "The Fearmonger has chosen a player."
101		
	Vigormortis	The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.
	No Dashii	
C. Co	No Dashii	The No Dashii chooses a player. Output Description:
111		The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token.
Ψ	Imp	Put the old Imp to sleep. Wake the new Imp.
		Show the YOU ARE token, then show the Imp token.
(0)		If the Townsfolk marked MAD died, & the Pixie player has been sufficiently mad that they were this character:
5	Pixie	Replace the MAD reminder with the HAS ABILITY reminder.
		If the Farmer died tonight:
1	Farmer	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.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
3.6		
*	Oracle	Give a finger signal.
	Down	West of the second Colliferance of the second state of the second
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.