

Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Bounty Hunter J

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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.



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



Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Tinker

You might die at any time.



Golem

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



Courtier

Mathematician

Dreamer

Each night, you learn

1 of which is correct.

Fortune Teller

Each night, choose 2 players: you learn if either is a Demon.

then doesn't wake tonight.

how many players' abilities worked abnormally (since dawn) due to another character's ability.

Each night, choose a player (not yourself or Travellers):

There is a good player that registers as a Demon to you.

Each night*, choose a player (different to last night):-

the Demon, if chosen, learns who you are

Once per game, at night, choose a character:

you learn 1 good and 1 evil character,

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

they are drunk for 3 nights & 3 days.



Sweetheart

When you die, 1 player is drunk from now on.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



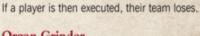
Assassin

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.







Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



No Dashii

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



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



Fang Gu

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



Lleech 1

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⊚
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
D	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.
2	Sailor	The Sailor chooses a living player. ⊚
1	Lleech	The Lleech picks a player. Mark them with the POISONED token.
7	Courtier	The Courtier might choose a character. ⊚⊚
260	Godfather	Show the character tokens of all in-play Outsiders.
3	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. If they shake their head, remove their DRUNK reminder.
(4)	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
60)	Grandmother	Point to the grandchild player & show their character token.
E	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
60	Bounty Hunter	Wake any player with a Townsfolk character: Show them the YOU ARE token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player.
	Mathematician	Give a finger signal.
	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. ◎
	Sailor	The Sailor chooses a living player. ◎
T	Courtier	The Courtier might choose a character. ⊚⊚
5	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
0	Gambler	The Gambler chooses a player & a character.
3	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. If they shake their head, remove their DRUNK reminder.
	Exorcist	The Exorcist chooses a player. Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
Ψ	Imp	The Imp chooses a player. 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.
	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.
& S	No Dashii	The No Dashii chooses a player. ◎
1	Lleech	The Lleech chooses a player. Mark them with the DEAD token. ⊚
*	Assassin	The Assassin might choose a player. ❷◎
2600	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
9,4	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
3	Tinker	The Tinker might die. ◎
600)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
E	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.
00	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.