

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.



Bounty Hunter

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



Innkeeper

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



Balloonist

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



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Drunk

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



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Godfather

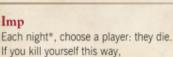
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



[-1 or +1 Outsider]



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





a Minion becomes the Imp.

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Village Idiot

Each night, choose a player: you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]



Dreamer

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



Fisherman

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



Farmer

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



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



Magician

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



Pacifist

Executed good players might not die.



Saint

If you die by execution, your team loses.



Damsel

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



Boomdandy

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies,



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:



Vigormortis



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



	Deale	
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
**	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 al Minions & the Magician. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
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.
2600	Godfather	Show the character tokens of al in-play Outsiders.
W.	Mezepheles	Show a single word on a piece of paper, phone, or other device.
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.
V	Pukka	The Pukka chooses a player.
	Noble	Point to al three players marked KNOW.
Attan	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
瓜	Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
9	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player.
	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.
\&	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
00	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.
N .	Damsel	Wake each Minion. Show the Damsel token.
-	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	Dawn	Wait a few seconds. Call for eyes open.

