



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.



Gambler

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



Acrobat

Each night*, choose a player:
if they are drunk or poisoned,
you die.



Balloonist

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



Alsaahir

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



Nightwatchman

Once per game, at night, choose a player:
they learn you are the Nightwatchman.



Artist

Once per game, during the day,
privately ask the Storyteller any yes/no question.



Alchemist

You have a Minion ability.
When using this,
the Storyteller may prompt you to choose differently.



Cannibal

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



Amnesiac

You do not know what your ability is.
Each day, privately guess what it is:
you learn how accurate you are.



Banshee

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



Atheist

The Storyteller can break the game rules,
and if executed, good wins, even if you are dead.
[No evil characters]



Goon

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



Hatter

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



Snitch

Each Minion
gets 3 bluffs.



Heretic

Whoever wins, loses & whoever loses, wins,
even if you are dead.



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.



Evil Twin

You & an opposing player know each other.
If the good player is executed, evil wins.
Good can't win if you both live.



Scarlet Woman

If there are 5 or more players alive
& the Demon dies, you become the Demon.
(Travellers don't count)



Lil' Monsta

Each night, Minions choose
who babysits Lil' Monsta & 'is the Demon'.
Each night*, a player might die. **[+1 Minion]**



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]**



Leech

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



Leviathan

If more than 1 good player is executed, evil wins.
All players know you are in play.
After day 5, evil wins.



Dusk

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



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



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.



Snitch

Repeat the following process for each Minion: Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token. Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



Godfather

Show the character tokens of all in-play Outsiders.



Evil Twin

Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.



Balloonist

Point to a player (alive or dead). Place the **SEEN** token next to the shown player. ☹



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. ☹



Nightwatchman

If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



Dawn

Wait a few seconds. Call for eyes open.



Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☹

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Innkeeper	The Innkeeper chooses 2 players. ☺☺☺
	Gambler	The Gambler chooses a player & a character. ☺
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. ☺
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Lord Of Typhon	The Lord of Typhon chooses a player. ☺
	Lleech	The Lleech chooses a player. Mark them with the DEAD token. ☺
	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them. ☺ Place the DEAD token beside any living player. ☺
	Assassin	The Assassin might choose a player. ☺☺
	Godfather	If an Outsider died today, the Godfather 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.
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ☺ Publicly announce that the Banshee died.
	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. ☺
	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. ☺
	Nightwatchman	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token. ☺
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.
	Leviathan	Mark the Leviathan with either the DAY 2 , DAY 3 , DAY 4 , or DAY 5 reminder. ☺