

Chef

You start knowing how many pairs of evil players there are.



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Grandmother

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



Innkeeper

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



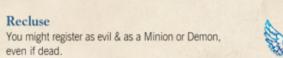
Acrobat

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



Snake Charmer

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





Golem

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



Saint

Savant

Engineer

Fisherman

Farmer

Minstrel

Sage

Magician

Each day, you may visit the Storyteller

choose which Minions or which Demon is in play.

to learn two things in private:

1 is true & 1 is false.

Once per game, at night,

to help your team win.

If you die at night,

Once per game, during the day,

visit the Storyteller for some advice

an alive good player becomes a Farmer.

When a Minion dies by execution, all other players

(except Travellers) are drunk until dusk tomorrow.

If you die by execution, your team loses.

If the Demon kills you,

you learn that it is 1 of 2 players.

The Demon thinks you are a Minion.

Minions think you are a Demon.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Pit-Hag

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



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Goblin

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



Kazali

Each night*, choose a player: they die.

[You choose which players are which Minions.
-? to +? Outsiders]



Legion 🗯 🖔

Each night*, a player might die.

Executions fail if only evil voted.

You register as a Minion too. [Most players are Legion]



Pukka

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



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]



Kazali

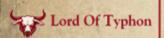
The Kazali points at a player and a Minion on the character sheet.

Replace their old character token with the Minion token. Wake the player

Show them the You Are info token then the Minion character token, and give a thumbs down.

Repeat until the normal number of Minions exist.

Put the Kazali to sleep.



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.



Dusk

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



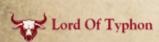
Magician

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.



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.



Minion Info

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

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



Kazali

The Kazali points at a player and a Minion on the character sheet.

Replace their old character token with the Minion token. Wake the player.

Show them the You Are info token then the Minion character token, and give a thumbs down.

Repeat until the normal number of Minions exist.

Put the Kazali to sleep.



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.



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. @



Engineer

If the Engineer points to a Demon or Minions on their character sheet:

Swap all appropriate character tokens with new character tokens.

Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to Mark the Engineer with the NO ABILITY reminder token. @



Pukka

The Pukka chooses a player. @



Washerwoman

Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.



Chef

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Dawn

Wait a few seconds. Call for eyes open.

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

Dawn