

Steward

You start knowing 1 good player.



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Village Idiot

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

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



Snake Charmer

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



Nightwatchman

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



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Philosopher

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Choirboy

If the Demon kills the King, you learn which player is the Demon.

[+ the King]



Fool

The first time you die, you don't.



Atheist

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



Pacifist

Executed good players might not die.



Ogre

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



Golem

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



Klutz

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



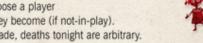
Politician

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.





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.



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



Xaan

On night X, all Townsfolk are poisoned until dusk.





Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Vigormortis

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



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]



Lleech

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



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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. ◎
00	Xaan	Add the NIGHT reminder token that matches the current night. On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire. Remove it the following dusk.
7	Courtier	The Courtier might choose a character. ⊚⊚
2	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.
	Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
4	Lord Of Typhon	The Lord of Typhon chooses a player. ◎
*	Vigormortis	The Vigormortis chooses a player. ③ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
K	Lleech	The Lleech chooses a player. Mark them with the DEAD token.
×	Assassin	The Assassin might choose a player. ⊚⊚
4 80	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
3	Juggler	Give a finger signal.
	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.
of	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.
Zin Zin	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.

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

Dawn