

Innkeeper

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



Sailor

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



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.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Juggler

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



Alchemist

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



Farmer

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



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Tea Lady

If both your alive neighbors are good, they can't die.



Pacifist

Executed good players might not die.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Golem

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



Sweetheart

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



Cerenovus 🐷

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Marionette

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



Goblin

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



Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.





Legion 🥨 🔱

Each night*, a player might die. Executions fail if only evil voted.

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



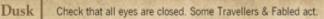
Lord Of Typhon

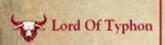
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Lleech X

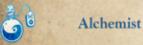
Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.





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.



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.).



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

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



If there are 7 or more players, wake the Lunatic:

Show the THESE ARE YOUR MINIONS token. Point to any players.

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens.

Put the Lunatic to sleep. Wake the Demon.

Show the YOU ARE info token and the Demon token.

Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.



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.



Sailor

Lunatic

The Sailor chooses a living player.



Marionette

Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.



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. @



Lleech

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



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.

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Show the YOU ARE and Snake Charmer tokens & give a thumbs up. @



Cerenovus

The Cerenovus chooses a player & a character. O Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



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.



Dawn

Wait a few seconds. Call for eyes open.



Vizier

Declare that the Vizier is in play, and which player it is.

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	ADDRESS OF THE PARTY OF	The professional and the second secon
(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
E	Sailor	The Sailor chooses a living player.
Q	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 Mark the Engineer with the NO ABILITY reminder token.
10	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
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.
8	Cerenovus	The Cerenovus chooses a player & a character. © Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character toke
6	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
*	Legion	You may decide a player that dies. (Once per living Legion) ⊚
2	Shabaloth	A previously chosen player might be resurrected. The Shabaloth chooses 2 players. ■
المنها	Lord Of Typhon	The Lord of Typhon chooses a player. ⊚
£	Lleech	The Lleech chooses a player. Mark them with the DEAD token.
9.0	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ◎
*	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
2	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.

Dawn

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

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