



### Investigator

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



### Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



### Flowergirl

Each night\*, you learn if a Demon voted today.



### General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



### Snake Charmer

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



### Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



### 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.



### Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



### Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



### 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.



### Sage

If the Demon kills you, you learn that it is 1 of 2 players.



### Banshee

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



### Golem

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



### Sweetheart

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



### Saint

If you die by execution, your team loses.



### Hatter

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



### Cerenovus

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



### Pit-Hag

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



### Wizard

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



### Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



### 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

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

\*Not the first night





## 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.



## Minion Info

If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.



## 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.



## Lleech

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



## Wizard

Run the Wizard's ability, if applicable.



## 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. ☺



## 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 token



## Huntsman

If the Huntsman points to a player: Put them to sleep. Mark them with the **NO ABILITY** token. ☹ If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



## Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



## Fortune Teller

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



## Clockmaker

Give a finger signal.



## General

If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.



## Mathematician

Give a finger signal.



## Dawn

Wait a few seconds. Call for eyes open.



**Dusk**

Check that all eyes are closed. Some Travellers &amp; 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.

**Wizard**

Run the Wizard's ability, if applicable.

**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. ☹

**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 token

**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.

**Legion**

You may decide a player that dies. (Once per living Legion) ☹

**Shabaloth**

A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☹

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☹**Gossip**

If the Gossip is due to kill a player, they die. ☹

**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.

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Banshee**

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹  
 Publicly announce that the Banshee died.

**Huntsman**

If the Huntsman points to a player:  
 Put them to sleep. Mark them with the **NO ABILITY** token. ☹  
 If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
 Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

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

Either nod or shake your head.

**General**

If you believe that the good team is winning, give a thumbs up.  
 If you believe that the evil team is winning, give a thumbs down.  
 If you don't know which team is winning, give a thumbs to the side.

**Mathematician**

Give a finger signal.

**Dawn**

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