

Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Washerwoman

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



Undertaker

Each night*, you learn which character died by execution today.



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Acrobat

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



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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.



Philosopher

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



Soldier

You are safe from the Demon.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



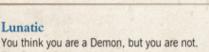
Banshee

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



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Politician

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



Klutz

Lunatic

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



Heretic 🖲 😘

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



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

The Demon knows who you are

& who you choose at night.



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



There are extra Outsiders in play. [+2 Outsiders]



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
	Yaggababble	Write a phrase down so that the Yaggababble can read it, Show the Yaggababble the phrase.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
	Lunatic	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.
D	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
80	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.
T	Devil's Advocate	The Devil's Advocate chooses a living player. ⊚
Allan	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
(Empath	Give a finger signal,
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Noble	Point to al three players marked KNOW .
	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.
43	Spy	Show the Grimoire to the Spy for as long as they need.
8	Dawn	Wait a few seconds. Call for eyes open.

