

**Steward**

You start knowing  
1 good player.

**Pixie**

You start knowing 1 in-play Townsfolk.  
If you were mad that you were this character,  
you gain their ability when they die.

**Monk**

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

**Balloonist**

Each night, you learn a player  
of a different character type than last night.  
[+0 or +1 Outsider]

**General**

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

**Savant**

Each day, you may visit the Storyteller  
to learn two things in private:  
1 is true & 1 is false.

**Philosopher**

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

**Huntsman**

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

**Slayer**

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

**Princess**

On your 1st day, if you nominated & executed a player,  
the Demon doesn't kill tonight.

**Alchemist**

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

**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.

**Ogre**

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

**Drunk**

You do not know you are the Drunk.  
You think you are a Townsfolk character,  
but you are not.

**Mutant**

If you are "mad" about being an Outsider,  
you might be executed.

**Damsel**

All Minions know you are in play.  
If a Minion publicly guesses you (once),  
your team loses.

**Harpy**

Each night, choose 2 players:  
tomorrow, the 1st player is mad that the 2nd is evil,  
or one or both might die.

**Cerenovus**

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

**Psychopath**

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

**Vizier**

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

**Ojo**

Each night\*, choose a character: they die.  
If they are not in play,  
the Storyteller chooses who dies.

**Pukka**

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

**Kazali**

Each night\*, choose a player: they die.  
[You choose which players are which Minions.  
-? to +? Outsiders]

**Vigormortis**

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





## 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



## 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.



## Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



## Alchemist

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.).



## 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.



## 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



## Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



## Pukka

The Pukka chooses a player. ☹



## Pixie

Show the Townsfolk character token marked **MAD**.



## 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.



## Damsel

Wake each Minion. Show the Damsel token.



## Steward

Point to the player marked **KNOW**. ☹



## Balloonist

Point to a player (alive or dead).  
Place the SEEN token next to the shown player. ☹



## Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



## 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.



## Dawn

Wait a few seconds. Call for eyes open.



## Vizier

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





## 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



## Cannibal

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.



## Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☹



## Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



## Monk

The Monk chooses a player. ☹



## 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



## Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



## Princess

If it is the Princess' first day, and they nominated and executed a player: If the Demon would wake to choose a player, wake them as normal. The Demon does not kill.



## Pukka

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹



## Vigormortis

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹



## Ojo

The Ojo points to a role. If a player has that role, they die. ☹ If the role is out of play, the Storyteller chooses any number of players that die. ☹



## Kazali

The Kazali chooses a player. ☹



## 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.



## Damsel

TBD



## Balloonist

Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☹



## 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.



## Dawn

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