

Noble

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



Shugenja

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



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Pixie

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



Snake Charmer

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



Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s),



Lunatic

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



Drunk

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



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



Psychopath

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



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.



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



Vigormortis

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



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Al-Hadikhia

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.







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]



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



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.



Banshee

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



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



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



Zealot

If 5 or more players are alive, you must vote for every nomination.



Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Philosopher

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



Poppy Grower

Wake the Demon.

Show the THESE CHARACTERS ARE NOT IN PLAY then Show 3 notingby good drawater thems. Put the Demon to steep, Do not do the Minion info and De



Minion Info

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

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



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.).



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.



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.



Marionette

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



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. @



Godfather

Show the character tokens of al in-play Outsiders.



Noble

Point to al three players marked KNOW



Shugenja

Point your finger horizontally in the direction of the closest evil player.

If the two closest evil players are equidistant, point your finger horizontally in either direction.



Pixie

Show the Townsfolk character token marked MAD.



Bounty Hunter

Wake any player with a Townsfolk character:

Show them the YOU ARE token, & a thumbs down. Put them back to sleep.

Turn their token upside-down. (This shows they are evil.)

Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. @



Huntsman

If the Huntsman points to a player:

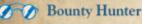
Put them to sleep. Mark them with the NO ABILITY token.

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.



Dawn

Wait a few seconds. Call for eyes open.



Move the SEEN token to the shown 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.



Dawn

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