

**Knight**

You start knowing 2 players that are not the Demon.

**Grandmother**

You start knowing a good player & their character. If the Demon kills them, you die too.

**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.

**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.

**Acrobat**

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

**Chambermaid**

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

**Exorcist**

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

**Gossip**

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

**Savant**

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

**Fisherman**

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

**Banshee**

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

**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

**Hatter**

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

**Politician**

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

**Puzzlemaster**

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

**Mezephheles**

You start knowing a secret word. The 1st good player to say this word becomes evil that night.

**Summoner**

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. **[No 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.

**Imp**

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

**Pukka**

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

**Vortex**

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

**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.



Minion Info

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



Summoner

Place the **NIGHT 1** reminder. ☺
Show the Summoner 3 not-in-play characters as bluffs.



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. ☹



Mezepheles

Show a single word on a piece of paper, phone, or other device.



Pukka

The Pukka chooses a player. ☺



Pixie

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



Empath

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Knight

Point to the two players marked **KNOW**. ☹☹



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. ☹



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



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.

**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. ☺**Acrobat**The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☺**Mezephheles**

If a player is marked with the **TURNS EVIL** reminder:
 Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
 Turn their character token upside down. (This shows they are now evil.)
 Mark the Mezephheles with the **NO ABILITY** reminder. ☺

**Summoner**

On night two, place the **NIGHT 2** reminder. ☺
 On night three, place the **NIGHT 3** reminder ☺ and wake the Summoner:
 They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
 Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
 Show the **YOU ARE** info token, then give a thumbs down.
 Replace their character token with the Demon token and put the new Demon to sleep.

**Exorcist**

The Exorcist chooses a player. ☺ Put the Exorcist to sleep. If the Exorcist chose the Demon:
 Wake the Demon. Show the **THIS CHARACTER SELECTED YOU & Exorcist** tokens. Point to the Exorcist.

**Imp**

The Imp chooses a player. ☺ If the Imp chose themselves:
 Replace 1 alive Minion token with a spare Imp token.
 Put the old Imp to sleep. Wake the new Imp.
 Show the **YOU ARE** token, then show the Imp token.

**Pukka**

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

**Vortex**

The Vortex 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.

**Banshee**

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

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☺

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☺

**Empath**

Give a finger signal.

**Undertaker**

If a player was executed today, show their character token.

**Bounty Hunter**

If the player with the **SEEN** token died today or tonight, point to an evil player.
 Move the **SEEN** token to the shown player. ☺

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

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