

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.



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

Banshee

Chambermaid

then doesn't wake tonight.

Exorcist

Gossip

Savant

1 is true & 1 is false.

to help your team win.

Fisherman

Each night, choose 2 alive players (not yourself):

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are

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

Each day, you may visit the Storyteller to learn two things in private:

Once per game, during the day,

and vote twice per nomination.

visit the Storyteller for some advice

you learn how many woke tonight due to their

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

If the Demon kills you, all players learn this.

From now on, you may nominate twice per day



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.



Mezepheles

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



Summoner * 7/

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.



Vortox X

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



Each night*, choose a player: they die.

You start by choosing a player: they are poisoned.

You die if & only if they are dead.



O	Summoner	Place the NIGHT 1 reminder. Show the Summoner 3 not-in-play characters as bluffs.
©	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
0	Summoner	Place the NIGHT 1 reminder. Show the Summoner 3 not-in-play characters as bluffs.
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.
R	Mezepheles	Show a single word on a piece of paper, phone, or other device.
V	Pukka	The Pukka chooses a player. ⊚
L	Lleech	The Lleech picks a player. Mark them with the POISONED token.
	Knight	Point to the two players marked KNOW. ©©
600	Grandmother	Point to the grandchild player & show their character token.
***	Pixie	Show the Townsfolk character token marked MAD.
(2)	Empath	Give a finger signal.
60	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.
1	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
8	Dawn	Wait a few seconds. Call for eyes open.
FE	Vizier	Declare that the Vizier is in play, and which player it is.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
C	Summoner	On the third night, 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.
P.	Mezepheles	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 Mezepheles with the NO ABILITY reminder.
C	Summoner	On the third night, 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.
V	Pukka	The Pukka chooses a player. The previously poisoned player dies then becomes healthy.
1	Lleech	The Lieech chooses a player. Mark them with the DEAD token.
Ψ	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.
9	Vortox	The Vortox chooses a player. ◎
Sept	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder.
**	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.
	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
	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.
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died.
600)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too.
W	Empath	Give a finger signal.
00	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.
	Undertaker	If a player was executed today, show their character token.
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.