



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.



Flowergirl

Each night*, you learn if a Demon voted today.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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.



Chambermaid

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



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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.



Philosopher

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



Fisherman

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



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Lunatic

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



Damsel

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



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Vizier

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



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



Imp

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



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Kazali

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



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. **[+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. ☹
	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.
	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.
	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. ☹ If they shake their head, remove their DRUNK reminder.
	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.
	Witch	The Witch chooses a player. ☹
	Pixie	Show the Townsfolk character token marked MAD .
	Damsel	Wake each Minion. Show the Damsel token.
	Butler	The Butler chooses a player. ☹
	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ☹
	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. ☹
	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.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Mathematician	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.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, 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. ☹
	Innkeeper	The Innkeeper chooses 2 players. ☹☹☹
	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. ☹ If they shake their head, remove their DRUNK reminder.
	Witch	The Witch chooses a player. ☹
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	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.
	Shabaloth	A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹
	Fang Gu	The Fang Gu chooses a player. ☹ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down. ☹
	Kazali	The Kazali chooses a player. ☹
	Gossip	If the Gossip is due to kill a player, they die. ☹
	Damsel	TBD
	Flowergirl	Either nod or shake your head.
	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. ☹
	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. ☹
	Butler	The Butler chooses a 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.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.