

Flowergirl

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



Acrobat

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



Lycanthrope

Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Slayer

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



Fisherman

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



Farmer

If you die at night, an alive good player becomes a Farmer.



When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



If the Demon kills you, you learn that it is 1 of 2 players.



The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Hermit

You have all Outsider abilities. [-O or -1 Outsider]



Tinker

You might die at any time.



Hatter

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



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Marionette

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



Summoner 🌣 🕅 🐪 😽 🕏

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



If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



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



Kazali 1

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



Vortox

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



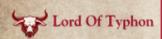
Lord Of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Dusk

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



Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down.

Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



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.



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.

Put the Minions to sleep. Wake the Demon.

Show the THESE ARE YOUR MINIONS token. Point to al Minions &the Magician.

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



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.



Marionette

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



Engineer

If the Engineer points to a Demon or Minions on their character sheet:

Swap all appropriate character tokens with new character tokens.

Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to Mark the Engineer with the **NO ABILITY** reminder token.



Wizard

Run the Wizard's ability, if applicable.



Dawn

Wait a few seconds. Call for eyes open.

		THE RESERVE OF THE PERSON OF T	
		Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	\$	Engineer	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put ther Mark the Engineer with the NO ABILITY reminder token.
		Wizard	Run the Wizard's ability, if applicable.
	State .	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder.
	0	Summoner	On night two, place the NIGHT 2 reminder. On night three, place the NIGHT 3 reminder 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.
		Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the DEAD reminder. © Demon doesn't kill tonight.
	9	Vortox	The Vortox chooses a player. ⊚
	المي	ord Of Typhon	The Lord of Typhon chooses a player. ◎
	8	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.
	0	Kazali	The Kazali chooses a player. ⊚
	**	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.
	À	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
		Professor	The Professor might choose a dead player. ©©
	×	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	*	Tinker	The Tinker might die. ⊚
	880	Flowergirl	Either nod or shake your head.
1	8	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.