

### Town Crier

Each night\*, you learn if a Minion nominated today.



## Oracle

Each night\*, you learn how many dead players are evil.



Each night\*, choose a player & guess their character: if you guess wrong, you die.



# Monk

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



# Village Idiot

Each night, choose a player: you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]



# Mathematician

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



# Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



You think you are a Demon, but you are not. If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters. The Demon knows who you are & who you choose at night.



# Saint

Lunatic

If you die by execution, your team loses.



### Puzzlemaster

Savant

Alsaahir P

good wins.

Seamstress

Philosopher

Fisherman

Sage

Barber

Once per game, at night,

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choose 2 players (not yourself): you learn if they are the same alignment.

Once per game, during the day,

to help your team win.

If the Demon kills you,

visit the Storyteller for some advice

you learn that it is 1 of 2 players.

choose a good character: gain that ability.

If this character is in play, they are drunk.

Each day, you may visit the Storyteller

Once per day, if you publicly guess

which players are Minion(s) and which are Demon(s),

to learn two things in private: 1 is true & 1 is false.

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.



# Witch

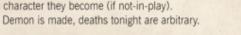
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



# Pit-Hag 🔻 🥄

Each night\*, choose a player

& a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.





## Psychopath

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



# Vizier 1

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



## No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



## 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.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
2	Monk	The Monk chooses a player.
0	Gambler	The Gambler chooses a player & a character. <b>⊚</b>
1	Witch	The Witch chooses a player. ◎
	Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play:  Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.
0	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).
	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.
**	No Dashii	The No Dashii chooses a player. <b>⊙</b>
急	Legion	You may decide a player that dies. (Once per living Legion) ◎
	Al-Hadikhia	The Al-Hadikhia points at three players:  Mark these players with the 1, 2, & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep.  Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player.  Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3.  Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  If all three are alive (none have a shroud), add a shroud to all three.
	Barber	If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> & Barber tokens If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token & their new character token.
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good).  Put the Cult Leader back to sleep.  Turn the Cult Leader token upside-down. (This shows their alignment.)
13	Town Crier	Either nod or shake your head.
<b>*</b>	Oracle	Give a finger signal.
of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.