

Chef

You start knowing how many pairs of evil players there are.



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Goon

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



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Summoner

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



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.



If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies,



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

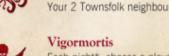


The Demon (even if drunk or poisoned) has a not-in-play good character's ability.



No Dashii

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





Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Fisherman

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



Soldier

You are safe from the Demon.



Farmer

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



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



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.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Damsel

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



Boomdandy



Boffin ∽

You both know which.



Fang Gu 🐿

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



0	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.
	Boffin	Wake the Boffin and the Demon. Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.
3	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 & Magician. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
C	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,
稱	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
	Noble	Point to al three players marked KNOW.
Munk	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
•	Chef	Give a finger signal.
9	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player.
#	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
All Marie	Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
2	Damsel	Wake each Minion. Show the Damsel token.
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Dawn

Wait a few seconds. Call for eyes open.

Put them to sleep. Mark them with the NO ABILITY token. @

If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Dawn

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