

Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Gambler

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



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



Fisherman

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



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.

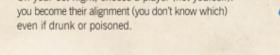


Tea Lady

If both your alive neighbors are good, they can't die.



On your 1st night, choose a player (not yourself): you become their alignment (you don't know which)





Zealot

If 5 or more players are alive, you must vote for every nomination.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Spy -

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Summoner M

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



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]



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



Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

C	Summoner	Place the NIGHT 1 reminder. Show the Summoner 3 not-in-play characters as bluffs.
(2)	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.
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.
M	Marionette	Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.
43	Spy	Show the Grimoire to the Spy for as long as they need.
1	Lleech	The Lleech picks a player. Mark them with the POISONED token. ⊚
8	Pixie	Show the Townsfolk character token marked MAD.
\$	Empath	Give a finger signal.
NOT	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	Dawn	Wait a few seconds. Call for eyes open.
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	(1)	
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
O	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.
00	Gambler	The Gambler chooses a player & a character. ⊚
43	Spy	Show the Grimoire to the Spy for as long as they need.
0	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.
L	Lleech	The Lleech 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.
\$	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.
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
(2)	Empath	Give a finger signal.
SIZ	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.