

## Chef

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



### Oracle

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



## Empath

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



# Innkeeper

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



# Acrobat

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



### Balloonist

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



# Mathematician

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



### Lunatic

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



# Drunk

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



# Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



### Spy

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

# Assassin

Once per game, at night\*, choose a player: they die, even if for some reason they could not.



You think you are a good character but you are not.

[You neighbor the Demon]

you change alignment & win,



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



# No Dashii

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



The previously poisoned player dies then becomes healthy.



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



### Fortune Teller

Dreamer

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



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



# Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



## Philosopher

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



# Soldier

You are safe from the Demon.



# Recluse

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



If you are "mad" about being an Outsider, you might be executed.



## Politician

even if dead.

If you were the player most responsible for your team losing,

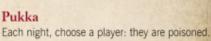




The Demon knows who you are.



### Scarlet Woman





	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> 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.
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 <b>IS THE MARIONETTE</b> & show the Marionette character token. Put the Demon to sleep.
2600	Godfather	Show the character tokens of al in-play Outsiders.
43	Spy	Show the Grimoire to the Spy for as long as they need.
V	Pukka	The Pukka chooses a player. ◎
*	Chef	Give a finger signal.
<b>\$</b>	Empath	Give a finger signal.
9	Balloonist	Point to a player (alive or dead).  Place the SEEN token next to the shown player.
<b>2</b>	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 <b>RED HERRING</b> ).
4	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.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
<b>V</b>	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
<b>'</b> 5	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
-3	Spy	Show the Grimoire to the Spy for as long as they need.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon 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).
V	Pukka	The Pukka chooses a player.   The previously poisoned player dies then becomes healthy.
2	No Dashii	The No Dashii chooses a player. 💿
2600	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
×	Assassin	The Assassin might choose a player. ❷◎
Bart	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder.
<b>©</b>	Empath	Give a finger signal.
9	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.
<b>2</b>	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).
<b>8</b>	Oracle	Give a finger signal.
of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
	Mathematician	Give a finger signal.
(F)	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.