

**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.

**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.

**Savant**

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.

**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.

**Recluse**

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

**Mutant**

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

**Politician**

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

**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.

**Marionette**

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

**Scarlet Woman**

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.

**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Dusk

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



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



Minion Info

If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** 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.



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.



Godfather

Show the character tokens of all in-play Outsiders.



Spy

Show the Grimoire to the Spy for as long as they need.



Pukka

The Pukka chooses a player. ☹



Chef

Give a finger signal.



Empath

Give a finger signal.



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**).



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.

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|---|----------------|--|
|  | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
|  | Philosopher | The Philosopher might choose a character. If necessary, swap their character token. ☹ |
|  | Innkeeper | The Innkeeper chooses 2 players. ☹☹☹ |
|  | 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 YOU ARE token, then the Demon token. |
|  | 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). |
|  | Pukka | The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹ |
|  | No Dashii | The No Dashii chooses a player. ☹ |
|  | Godfather | If an Outsider died today, the Godfather chooses a player. ☹ |
|  | Assassin | The Assassin might choose a player. ☹☹ |
|  | Acrobat | The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. ☹ |
|  | Empath | Give a finger signal. |
|  | 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. ☹ |
|  | 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). |
|  | Oracle | Give a finger signal. |
|  | 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. |