

Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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.



Innkeeper

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



Balloonist

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



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Savant

Each day, you may visit the Storyteller to learn two things in private:

1 is true & 1 is false.



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Mayor

If only 3 players live & no execution occurs, your team wins.

If you die at night, another player might die instead.



Drunk

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



Saint

If you die by execution, your team loses.



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.



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Sam

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.

If a player is then executed, their team loses.



Scarlet Woman

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



Imp

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



Ojo

Each night*, choose a character: they die.
If they are not in play,
the Storyteller chooses who dies.



Pukka

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



Lord Of Typhon

Each night*, choose a player: they die.

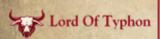
[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]





Dusk

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



Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down.

Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



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Minion Info

If there are 7 or more players, wake all Minions:

Show the THIS IS THE DEMON token. Point to the Demon.



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.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:

Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon.

Show the YOU ARE and Snake Charmer tokens & give a thumbs up. @



Courtier

The Courtier might choose a character. @@



Poisoner

The Poisoner chooses a player.



Spy

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



Pukka

The Pukka chooses a player. @



Librarian

Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Pixie

Show the Townsfolk character token marked MAD.



Empath

Give a finger signal.



Balloonist

Point to a player (alive or dead).

Place the SEEN token next to the shown player. @



General

If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down.

If you don't know which team is winning, give a thumbs to the side.



Dawn

Wait a few seconds. Call for eyes open.

6	Duck	Charle that all area are alread Core Torollers & Fahled art
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
**	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
2	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down, Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.
6	Innkeeper	The Innkeeper chooses 2 players.
7	Courtier	The Courtier might choose a character. ◎③
1	Poisoner	The Poisoner chooses a player. ⊚
4	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.
	Exorcist	The Exorcist chooses a player. Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
V	Pukka	The Pukka chooses a player.
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.
8	Ojo	The Ojo points to a role. If a player has that role, they die. If the role is out of play, the Storyteller chooses any number of players that die. ■
4	Lord Of Typhon	The Lord of Typhon chooses a player. ◎
	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.
\$	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.
*	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.