

## Librarian

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



### **Bounty Hunter**

You start knowing 1 evil player.

If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



#### 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.



#### 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.



#### Professor

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.



## 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.



# Wizard

Once per game, choose to make a wish.

If granted, it might have a price &
leave a clue as to its nature.



## 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)



## No Dashii

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



#### Imn

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.



## Lord Of Typhon

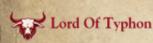
Each night\*, choose a player: they die.

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



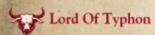


Check that all eyes are closed. Some Travellers & Fabled act.



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.



Poisoner

The Poisoner 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.



Bounty Hunter

Wake any player with a Townsfolk character:

Show them the YOU ARE token, & a thumbs down. Put them back to sleep.

Turn their token upside-down. (This shows they are evil.)

Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. @



Dawn

Wait a few seconds. Call for eyes open.

| (2)        | 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.   |
| <b>'</b> 5 | Innkeeper      | The Innkeeper chooses 2 players. ⊚⊚⊚   |
| 1          | Poisoner       | The Poisoner chooses a player. ◎   |
|            | 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.                 |
| **         | No Dashii      | The No Dashii 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.   |
|            | Professor      | The Professor might choose a dead 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.                                       |
| <b>(2)</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.  |
|            | 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.        |
| 00         | Bounty Hunter  | If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.  Move the <b>SEEN</b> token to the shown player.  |
|            | Dawn           | Wait a few seconds. Call for eyes open & immediately say who died.   |