

**Noble**

You start knowing 3 players,  
1 and only 1 of which is evil.

**Grandmother**

You start knowing a good player & their character.  
If the Demon kills them, you die too.

**Oracle**

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

**Innkeeper**

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

**Chambermaid**

Each night, choose 2 alive players (not yourself):  
you learn how many woke tonight due to their  
ability.

**Mathematician**

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

**Gossip**

Each day, you may make a public statement.  
Tonight, if it was true, a player dies.

**Nightwatchman**

Once per game, at night, choose a player:  
they learn you are the Nightwatchman.

**Seamstress**

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

**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.

**Ravenkeeper**

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

**Sage**

If the Demon kills you,  
you learn that it is 1 of 2 players.

**Recluse**

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

**Hatter**

If you died today or tonight,  
the Minion & Demon players  
may choose new Minion & Demon characters to be.

**Mutant**

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

**Puzzlemaster**

1 player is drunk, even if you die.  
If you guess (once) who it is, learn the Demon player,  
but guess wrong & get false info.

**Poisoner**

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

**Pit-Hag**

Each night\*, choose a player  
& a character they become (if not-in-play).  
If a Demon is made, deaths tonight are arbitrary.

**Assassin**

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

**Widow**

On your 1st night, look at the Grimoire  
& choose a player: they are poisoned.  
1 good player knows a Widow is in play.

**Shabaloth**

Each night\*, choose 2 players: they die.  
A dead player you chose last night might be  
regurgitated.

**Kazali**

Each night\*, choose a player: they die.  
[You choose which players are which Minions.  
-? to +? Outsiders]

**Vigormortis**

Each night\*, choose a player: they die.  
Minions you kill keep their ability & poison 1  
Townfolk neighbor. [-1 Outsider]

**Fang Gu**

Each night\*, choose a player: they die.  
The 1st Outsider this kills becomes an evil Fang Gu  
& you die instead. [+1 Outsider]





## Dusk

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



## Kazali

The Kazali points at a player and a Minion on the character sheet.  
Replace their old character token with the Minion token. Wake the player.  
Show them the **You Are** info token then the Minion character token, and give a thumbs down.  
Repeat until the normal number of Minions exist.  
Put the Kazali to sleep.



## 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. ☹



## Widow

Show the Grimoire for as long as the Widow needs.  
The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.  
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



## Grandmother

Point to the grandchild player & show their character token.



## Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



## Noble

Point to all three players marked **KNOW**.



## Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



## Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



## Mathematician

Give a finger signal.



## Dawn

Wait a few seconds. Call for eyes open.





Dusk

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



Cannibal

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.



Poisoner

The Poisoner chooses a player. ☹



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

Shabaloth

A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹



Fang Gu

The Fang Gu chooses a player. ☹ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☹

Vigormortis

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹



Kazali

The Kazali chooses a player. ☹



Assassin

The Assassin might choose a player. ☹☹



Gossip

If the Gossip is due to kill a player, they die. ☹



Hatter

If the Hatter died, wake the Minions and Demon:  
 Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.  
 Each player may point to another character of the same type as their current character.  
 If a second player would end up with the same character as another player:  
 Shake your head no and gesture for them to choose again.  
 Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.  
 Change each player to the character they chose.



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☹



Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Oracle

Give a finger signal.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Nightwatchman

If the Nightwatchman points at a player:  
 Put the Nightwatchman to sleep.  
 Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
 Point to the Nightwatchman player. Put the chosen player back to sleep.  
 Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open &amp; immediately say who died.