

**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.

**Sailor**

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

**Village Idiot**

Each night, choose a player: you learn their alignment.  
[+0 to +2 Village Idiots. 1 of the extras is drunk]

**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.

**Gossip**

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

**Savant**

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

**Philosopher**

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

**Cannibal**

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

**Banshee**

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

**Tea Lady**

If both your alive neighbors are good, they can't die.

**Fool**

The first time you die, you don't.

**Goon**

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

**Drunk**

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

**Tinker**

You might die at any time.

**Sweetheart**

When you die, 1 player is drunk from now on.

**Godfather**

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

**Devil's Advocate**

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

**Harpy**

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

**Witch**

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

**Psychopath**

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

**Shabaloth**

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

**Po**

Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

**Vigormortis**

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

\*Not the first night



**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.

**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.

**Sailor**

The Sailor chooses a living player. ☺

**Godfather**

Show the character tokens of all in-play Outsiders.

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☺

**Witch**

The Witch chooses a player. ☺

**Harpy**

The Harpy chooses a player ☺ & then another player. ☺ Put the Harpy to sleep. Wake the first target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

**Empath**

Give a finger signal.

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Village Idiot**

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

**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.



Philosopher

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



Sailor

The Sailor chooses a living player. ☉



Devil's Advocate

The Devil's Advocate chooses a living player. ☉



Witch

The Witch chooses a player. ☉



Harpy

The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

Shabaloth

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



Po

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉(\*)



Vigormortis

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



Godfather

If an Outsider died today, the Godfather chooses a player. ☉



Gossip

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



Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉ Publicly announce that the Banshee died.

Tinker

The Tinker might die. ☉



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Note if either is the Demon (or the **RED HERRING**).

Dreamer

The Dreamer points to a player. Show 1 good &amp; 1 evil character token, 1 of which is their character.



Oracle

Give a finger signal.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



Dawn

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