

# Steward

You start knowing 1 good player.



## Investigator

You start knowing that 1 of 2 players is a particular Minion.



## 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]



# 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.



## 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.



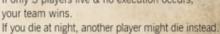
# Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



### Mayor

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





#### 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.



#### Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



### Mutant

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



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



If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



# Scarlet Woman

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



# Vizier 7 %



All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



# No Dashii

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



# Kazali ∽

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



# Pukka

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



# Fang Gu 🐿

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



down.
character tokens.
character.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
Courtier	The Courtier might choose a character. <b>©©</b>
Innkeeper	The Innkeeper chooses 2 players. <b>⊚⊚⊚</b>
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.
Pukka	The Pukka chooses a player.  The previously poisoned player dies then becomes healthy.
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.    ■
No Dashii	The No Dashii chooses a player. ◎
Kazali	The Kazali chooses a player. <b>⊚</b>
Empath	Give a finger signal.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
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.
Spy	Show the Grimoire to the Spy for as long as they need.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.
	Courtier  Innkeeper  Scarlet Woman  Exorcist  Pukka  Fang Gu  No Dashii  Kazali  Empath  Fortune Teller  Dreamer  Balloonist