

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.



Undertaker

Each night*, you learn which character died by execution today.



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.



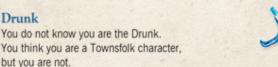
Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Snake Charmer

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





Recluse

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



Klutz

Mathematician

Dreamer

Each night, you learn

1 of which is correct.

Fortune Teller

Philosopher

Amnesiac

Once per game, at night,

Each night, choose 2 players: you learn if either is a Demon.

how many players' abilities worked abnormally (since dawn) due to another character's ability.

Each night, choose a player (not yourself or Travellers):

There is a good player that registers as a Demon to you.

Each day, you may make a public statement.

choose a good character: gain that ability.

If this character is in play, they are drunk.

You do not know what your ability is.

Each day, privately guess what it is:

you learn how accurate you are.

Tonight, if it was true, a player dies.

you learn 1 good and 1 evil character,

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



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Godfather

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



Poisoner

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



Witch

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



Pit-Hag

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



Imp

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



Pukka

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



Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



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.
5	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⊚
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
D	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.
1	Poisoner	The Poisoner chooses a player. ◎
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.
250	Godfather	Show the character tokens of all in-play Outsiders.
A	Witch	The Witch chooses a player. ⊚
V	Pukka	The Pukka chooses a player. ◎
(Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
60)	Grandmother	Point to the grandchild player & show their character token.
23	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Mathematician	Give a finger signal.
2	Dawn	Wait a few seconds. Call for eyes open.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⊚
Poisoner	The Poisoner chooses a player. ⊚
Innkeeper	The Innkeeper chooses 2 players. ©©©
Gambler	The Gambler chooses a player & a character. ◎
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.
Witch	The Witch chooses a player.
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.
₩ 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.
Pukka	The Pukka chooses a player.
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.
Vortox	The Vortox chooses a player.
Godfather	If an Outsider died today, the Godfather chooses a player. ⊚
Gossip	If the Gossip is due to kill a player, they die. ◎
Barber Grandmother	If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
Empath	Give a finger signal.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
Undertaker	If a player was executed today, show their character token.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Oracle	Give a finger signal.
Mathematician Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.