

## Librarian

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



#### Empath

Each night, you learn how many of your 2 alive neighbours are evil.



#### Monk

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



## Sailor

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



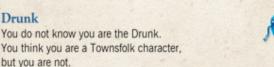
### Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



## Village Idiot

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





# Tinker

Drunk

You might die at any time.



#### 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.



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



## Boomdandy

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.



#### Pukka

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



# Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night\*, a player might die. [+1 Minion]



## Vigormortis

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



## 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]





## Lycanthrope

then doesn't wake tonight.

Exorcist

Each night\*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.

Each night\*, choose a player (different to last night):

the Demon, if chosen, learns who you are



#### Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



# Philosopher

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



Once per game, during the day, privately ask the Storyteller any yes/no question.



## Fisherman

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



### Fool

The first time you die, you don't.



## Plague Doctor

If you die, the Storyteller gains a Minion ability.

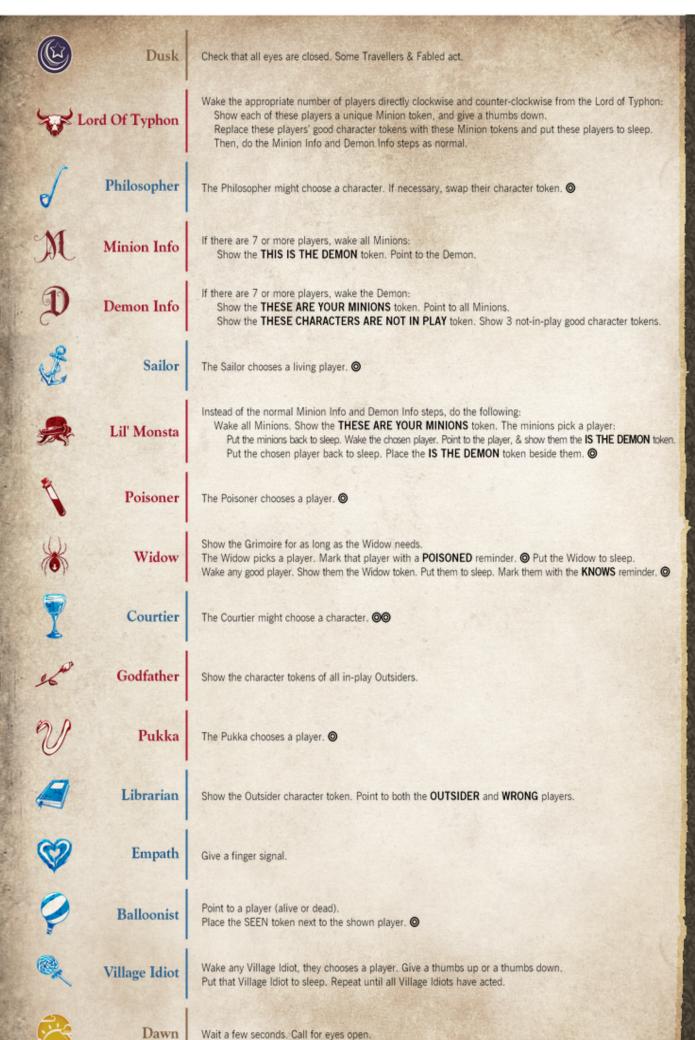


### Klutz

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



# Widow



<b>©</b>	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
•	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
£	Sailor	The Sailor chooses a living player.
1	Poisoner	The Poisoner chooses a player. ◎
7	Courtier	The Courtier might choose a character.  ©©
Z	Monk	The Monk chooses a player. <b>⊚</b>
	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.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good:  Mark them with the <b>DEAD</b> reminder. © Demon doesn't kill tonight.
V	Pukka	The Pukka chooses a player. ⊚ The previously poisoned player dies then becomes healthy. ⊚
4	Lord Of Typhon	The Lord of Typhon chooses a player. <b>⊚</b>
*	Vigormortis	The Vigormortis chooses a player. <b>⊘</b> If that player is a Minion, poison a neighboring Townsfolk. <b>⊘</b>
	Lil' Monsta	The minions pick a player. Put them back to sleep, and then:  Wake the chosen player. Point to the player, & show them the IS THE DEMON token.  Put the chosen player back to sleep. Place the IS THE DEMON token beside them.   Place the DEAD token beside any living player.   ■
260	Godfather	If an Outsider died today, the Godfather chooses a player.
<b>P</b>	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire.  Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
*	Tinker	The Tinker might die. ◎
<b>(3)</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.
	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.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.