



### Washerwoman

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



### 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.



### High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



### 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]



### 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.



### Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



### Fisherman

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



### Cannibal

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



### Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



### Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



### Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



### Mutant

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



### Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



### Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



### Devil's Advocate

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



### Widow

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



### Goblin

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)



### 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 Townsfolk neighbor. [-1 Outsider]



### Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



### Lleeche

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.





**Amnesiac**

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



**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.



**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.



**Lunatic**

If there are 7 or more players, wake the Lunatic:  
Show the **THESE ARE YOUR MINIONS** token. Point to any players.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.  
Put the Lunatic to sleep. Wake the Demon.  
Show the **YOU ARE** info token and the Demon token.  
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



**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. ☺



**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. ☹



**Devil's Advocate**

The Devil's Advocate chooses a living player. ☹



**Lleech**

The Lleech picks a player. Mark them with the **POISONED** token. ☹



**Washerwoman**

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



**Pixie**

Show the Townsfolk character token marked **MAD**.



**Empath**

Give a finger signal.



**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.



**Balloonist**

Point to a player (alive or dead).  
Place the **SEEN** token next to the shown player. ☹



**Cult Leader**

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
Put the Cult Leader back to sleep.  
Turn the Cult Leader token upside-down. (This shows their alignment.)



**Fortune Teller**

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



**Damsel**

Wake each Minion. Show the Damsel token.



**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



## Cannibal

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



## Sailor

The Sailor chooses a living player. ☺



## Monk

The Monk chooses a player. ☺



## Devil's Advocate

The Devil's Advocate chooses a living player. ☺



## Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.



## Lunatic

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).



## Kazali

The Kazali chooses a player. ☺



## Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☺



## Vigormortis

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



## Legion

You may decide a player that dies. (Once per living Legion) ☺



## 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. ☺



## Empath

Give a finger signal.



## High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



## 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. ☺



## Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)



## Fortune Teller

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



## Dawn

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