

Investigator

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



Flowergirl

Each night*, you learn if a Demon voted today.



Town Crier

Each night*, you learn if a Minion nominated today.



Oracle

Each night*, you learn how many dead players are evil.



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.



Mathematician

Sweetheart

When you die,

1 player is drunk from now on.

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Barber

Sage

Dreamer

Gossip

1 of which is correct.

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

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

you learn 1 good and 1 evil character,

Each day, you may visit the Storyteller

to learn two things in private:

1 is true & 1 is false.

Once per game, at night,

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If the Demon kills you,

you learn that it is 1 of 2 players.

choose 2 players (not yourself):

you learn if they are the same alignment.

choose a good character: gain that ability.

If this character is in play, they are drunk.

Seamstress

Philosopher

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



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.



Harpy

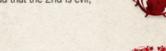
Witch

Each night, choose a player:

if they nominate tomorrow, they die.

If just 3 players live, you lose this ability.

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



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



Pit-Hag

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



No Dashii

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



Vortox

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



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]



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
0	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⊚
0	Gambler	The Gambler chooses a player & a character. ⊚
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.
A	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.
PA	Harpy	The Harpy chooses a player ③ & then another player. ⑤ 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.
8	No Dashii	The No Dashii chooses a player. ◎
9	Vortox	The Vortox chooses a player. ◎
1	Vigormortis	The Vigormortis chooses a player. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊚
	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.
Q	Gossip	If the Gossip is due to kill a player, they die. ◎
ŽĮ.	Barber	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.
9.0	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. 🕲
**	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
E	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
**	Flowergirl	Either nod or shake your head.
1	Town Crier	Either nod or shake your head.
R	Oracle	Give a finger signal.
of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
	Mathematician	Give a finger signal,
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.