

Steward

You start knowing 1 good player.



You start knowing how many pairs of evil players there are.



Town Crier

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



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.



Gambler

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



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Saint If you die by execution, your team loses.

you learn their character.

Mathematician

Dreamer

Cannibal

Amnesiac

Ravenkeeper

If you die at night,

Each night, you learn

1 of which is correct.

Each night, choose 2 players:

you learn if either is a Demon.

If they are evil, you are poisoned

until a good player dies by execution.

You do not know what your ability is.

Each day, privately guess what it is:

you learn how accurate you are.

you are woken to choose a player:

Fortune Teller

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.

You have the ability of the recently killed executee.

you learn 1 good and 1 evil character,



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Harpy

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



Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



Marionette 🙈

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]

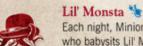


If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Pukka

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



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



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]



Al-Hadikhia

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.





Point to the player marked KNOW. @

Steward

High Priestess

Mathematician

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

Give a finger signal.

Dawn Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
2.	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.
	Preacher	The Preacher chooses a player. If they choose a Minion: Put a PREACHED reminder token next to that Minion. Wake the chosen Minion. Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.
9	Gambler	The Gambler chooses a player & a character.
*	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. Declare that "The Fearmonger has chosen a player."
PR	Harpy	The Harpy chooses a player ② & then another player. ② 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.
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. ⊚
	Al-Hadikhia	The Al-Hadikhia points at three players: Mark these players with the 1, 2, & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3 Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three.
2	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. ■
**	Hatter	If the Hatter died, wake the Minions and Demon: Show them the THIS CHARACTER SELECTED YOU info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the TEA PARTY TONIGHT reminder. Change each player to the character they chose.
	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
E	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
1	Town Crier	Either nod or shake your head.
COD	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Mathematician	Give a finger signal.
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Wait a few seconds. Call for eyes open & immediately say who died.

Dawn