

## Empath

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



## 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]



# General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



# Preacher

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



# Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



# Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



## Sweetheart

Village Idiot

Gossip

Fisherman

Cannibal ?

Farmer

Choirboy

[+ the King]

Virgin

If you die at night,

If the Demon kills the King,

Each night, choose a player:

[+0 to +2 Village Idiots. 1 of the extras is drunk]

Each day, you may make a public statement.

You have the ability of the recently killed executee.

Tonight, if it was true, a player dies.

Once per game, during the day,

to help your team win.

visit the Storyteller for some advice

If they are evil, you are poisoned

until a good player dies by execution.

an alive good player becomes a Farmer.

you learn which player is the Demon.

The 1st time you are nominated,

if the nominator is a Townsfolk,

they are executed immediately.

you learn their alignment.

When you die, 1 player is drunk from now on.



#### Politician

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



### Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



# Devil's Advocate

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



### Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



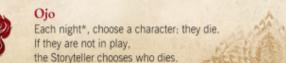
# Summoner 🥙 😽

You get 3 bluffs.
On the 3rd night, choose a player:
they become an evil Demon of your choice. [No Demon]



# Shabaloth

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.





# Fang Gu

Each night\*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]



# Lord Of Typhon O

Each night\*, choose a player: they die.

[Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]





Dawn

Wait a few seconds. Call for eyes open.

| (        | A CONTRACTOR     |   |
|----------|------------------|---|
|          | Dusk             | Check that all eyes are closed. Some Travellers & Fabled act.   |
| -        | Cannibal         | The Cannibal has the ability of the most recently executed player.  They immediately learn any 'you start knowing' information.   |
| C        | Summoner         | On the third night, wake the Summoner:  They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.  Wake the chosen player. Show the YOU ARE info token, then the Demon token.  Show the YOU ARE info token, then give a thumbs down.  Replace their character token with the Demon token and put the new Demon to sleep.           |
| Ł.       | Sailor           | The Sailor chooses a living player. ⊚   |
| 4        | Preacher         | The Preacher chooses a player. If they choose a Minion:  Put a <b>PREACHED</b> reminder token next to that Minion. Wake the chosen Minion.  Show them the <b>THIS CHARACTER SELECTED YOU</b> card & the Preacher token. Put the Minion back to sleep.   |
| T        | Devil's Advocate | The Devil's Advocate chooses a living player. ◎   |
| E.       | Mezepheles       | If a player is marked with the TURNS EVIL reminder:  Wake them, Show the YOU ARE info token then give a thumbs down. Put them to sleep.  Turn their character token upside down. (This shows they are now evil.)  Mark the Mezepheles with the NO ABILITY reminder.   |
| C        | Summoner         | On the third night, wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the <b>YOU ARE</b> info token, then the Demon token. Show the <b>YOU ARE</b> info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep. |
|          | 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.  |
| 8        | Ojo              | The Ojo points to a role. If a player has that role, they die. ⊚ If the role is out of play, the Storyteller chooses any number of players that die. ⊚  |
| W        | Lord Of Typhon   | The Lord of Typhon chooses a player. <b>⊚</b>   |
| <b>%</b> | Sweetheart       | If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎   |
| ×        | Farmer           | If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.  |
| -        | Choirboy         | If the Demon killed the King, wake the Choirboy, Point to the Demon player.   |
| <b>©</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.   |
| w w      | General          | If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.   |
|          | 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.  |
| *        | Butler           | The Butler chooses a player. ⊚  |
| 3        | Chambermaid      | The Chambermaid chooses 2 living players. Give a finger signal.   |
|          | Dawn             | Wait a few accords Call for our case 9 immediately any who died   |

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

93%

Dawn