

#### Steward

You start knowing 1 good player.



#### Chef

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



#### Investigator

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



## **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.



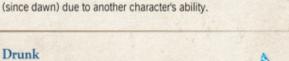
## Village Idiot

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



### Mathematician

Each night, you learn how many players' abilities worked abnormally





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.



## Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Once per game, at night\*, choose a player: they die, even if for some reason they could not.



#### Widow

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



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



#### Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



## Shabaloth

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



## Lil' Monsta 🦠

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]





# Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



#### 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.



#### Amnesiac

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



#### Farmer

If you die at night, an alive good player becomes a Farmer.



#### Minstrel

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



#### Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



### Saint

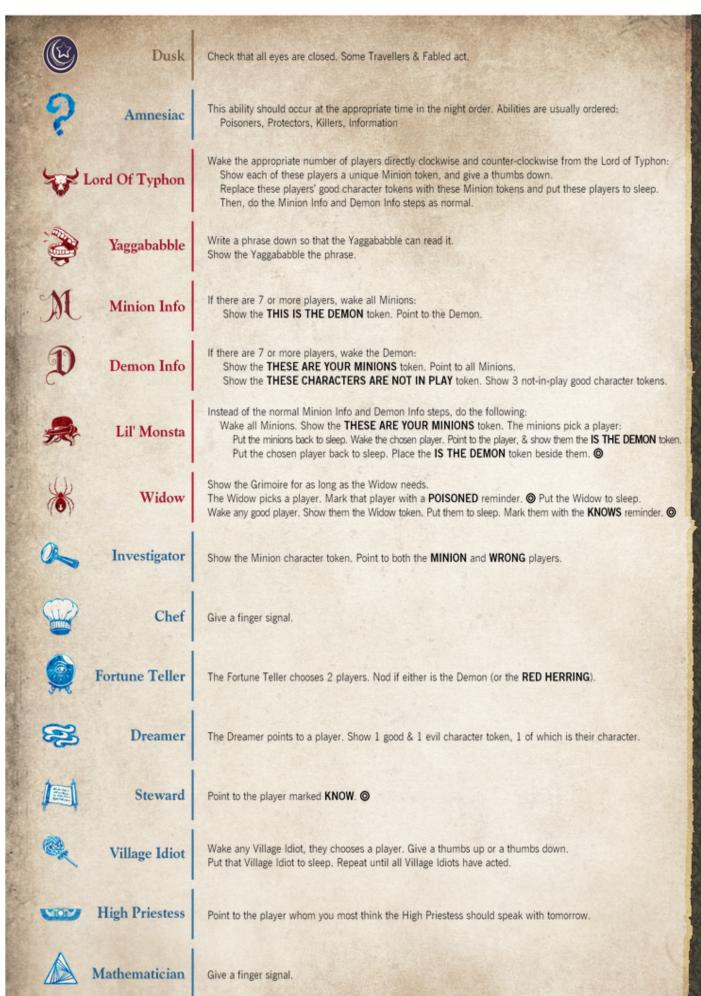
If you die by execution, your team loses.



#### Hatter

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







Dawn

wn Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
04	Gambler	The Gambler chooses a player & a character.    Output  Description:
	Shabaloth	A previously chosen player might be resurrected. The Shabaloth chooses 2 players.
4	Lord Of Typhon	The Lord of Typhon chooses a player. <b>⊚</b>
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.
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player. <b>⊚</b>
*	Assassin	The Assassin might choose a 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.
×	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.
	Moonchild	If the Moonchild is due to kill a good player, they die. ⊚
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
<b>E</b>	Dreamer	The Dreamer points to a player. Show $1\ good\ \&\ 1$ evil character token, $1\ of$ which is their character.
	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.
עפט	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Mathematician	Give a finger signal.

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

Dawn