Noble
You start knowing 3 players,
1 and only 1 of which is evil.

Pixie
You start knowing 1 in-play Townsfolk.
If you were mad that you were this character,
you gain their ability when they die.

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

Balloonist
Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]

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

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.

Savant
Each day, you may visit the Storyteller
to learn two things in private:
1 is true & 1 is false.

Seamstress
Once per game, at night,
choose 2 players (not yourself):
you learn if they are the same alignment.

Huntsman
Once per game, at night, choose a living player:
the Damsel, if chosen, becomes a not-in-play Townsfolk.
[+the Damsel]

Slayer
Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.

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.

Ravenkeeper
If you die at night,
you are woken to choose a player:
you learn their character.

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

Golem
You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.

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.

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

Cerenovus
Each night, choose a player & a good character:
they are "mad" they are this character tomorrow,
or might be executed.

Marionette 🍺 ⛰ 🦶
You think you are a good character but you are not.
The Demon knows who you are.
[You neighbor the Demon]

Scarlet Woman 💋
If there are 5 or more players alive
& the Demon dies, you become the Demon.
(Travellers don't count)

Baron
There are extra Outsiders in play.
[+2 Outsiders]

No Dashii
Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.

Imp
Each night*, choose a player: they die.
If you kill yourself this way,
a Minion becomes the Imp.

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

*Not the
first night

Dusk | Check that all eyes are closed. Some Travellers & Fabled act.

Minion Info | If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.

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.

Marionette | Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.

Cerenovus | The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

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

Huntsman | If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Damsel | Wake each Minion. Show the Damsel token.

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

Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ◎

Noble | Point to al three players marked **KNOW**.

Balloonist | Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

Mathematician | Give a finger signal.

Dawn | Wait a few seconds. Call for eyes open.

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.

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. ◎

Cerenovus — The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

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

Imp — The Imp chooses a player. ◎ If the Imp chose themselves:
Replace 1 alive Minion token with a spare Imp token.
Put the old Imp to sleep. Wake the new Imp.
Show the **YOU ARE** token, then show the Imp token.

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. ◎

No Dashii — The No Dashii chooses a player. ◎

Huntsman — If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Damsel — TBD

Ravenkeeper — If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

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

Oracle — Give a finger signal.

Seamstress — The Seamstress might choose 2 players. Nod or shake your head. ◎

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. ◎

Mathematician — Give a finger signal.

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