

Steward

You start knowing 1 good player.



Knight

You start knowing 2 players that are not the Demon.



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Bounty Hunter

You start knowing 1 evil player.

If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Acrobat

Each night*, choose a player: if they are drunk or poisoned, you die.



Dreamer

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



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Huntsman

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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.



Hatter

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



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Wizard

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



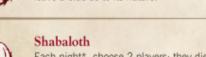
Widow

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



Summoner 🕙 🐂 🦞 😾

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





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



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Vigormortis

Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-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]





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.



Dawn

Huntsman

Wait a few seconds. Call for eyes open.

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	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
7		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.
1	Summoner	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.
7	Innkeeper	The Innkeeper chooses 2 players. ©©©
1	Witch	The Witch chooses a player. ◎
O	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.
	Exorcist	The Exorcist chooses a player. Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
A. Carrier	Zombuul	If no one died today, the Zombuul chooses a player.
*	Vigormortis	The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.
A.	Lord Of Typhon	The Lord of Typhon chooses a player.
test	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder.
	Professor	The Professor might choose a dead 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.
į	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
**	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
00	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player.
200	Juggler	Give a finger signal.
A	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.
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Wait a few seconds. Call for eyes open & immediately say who died.

Dawn