

Investigator

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



Oracle

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



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.



Village Idiot

Each night, choose a player: you learn their alignment.

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



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Mathematician

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



Moonchild

Fortune Teller

Seamstress

Philosopher Once per game, at night,

Juggler

On your 1st day,

Amnesiac

Ravenkeeper

If you die at night,

you learn their character.

Each night, choose 2 players:

you learn if either is a Demon.

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

There is a good player that registers as a Demon to you.

choose a good character: gain that ability.

If this character is in play, they are drunk.

publicly guess up to 5 players' characters.

You do not know what your ability is.

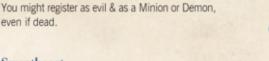
Each day, privately guess what it is:

you learn how accurate you are.

you are woken to choose a player:

That night, you learn how many you got correct.

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



Saint

Pit-Hag

If you die by execution, your team loses.

Each night*, choose a player



Poisoner

Recluse

even if dead.

Sweetheart

When you die,

1 player is drunk from now on.

Each night, choose a player: they are poisoned tonight and tomorrow day.



Witch

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



If a Demon is made, deaths tonight are arbitrary.



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

& a character they become (if not-in-play).



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



Fang Gu

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



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]





©	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
$ \mathbf{V} $	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
D	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.
2	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down, Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.
1	Poisoner	The Poisoner chooses a player. Output Description:
T	Witch	The Witch chooses a player. ◎
V	Pukka	The Pukka chooses a player. ◎
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
\$	Empath	Give a finger signal.
رس	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	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.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ⊚
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.

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1	Poisoner	The Poisoner chooses a player. ⊚
A	Witch	The Witch chooses a player. ⊚
	Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.
V	Pukka	The Pukka chooses a player. The previously poisoned player dies then becomes healthy.
	Fang Gu	The Fang Gu chooses a player. (a) 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. (a)
8	No Dashii	The No Dashii chooses a player. ⊚
4	Legion	You may decide a player that dies. (Once per living Legion) ⊚
200	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
	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.
City	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
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of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
200	Juggler	Give a finger signal.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.