

Washerwoman

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



Bounty Hunter &

You start knowing 1 evil player.

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



Empath

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



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Chambermaid

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



Cult Leader

Each night, you become the alignment of an alive neighbor.

If all good players choose to join your cult, your team wins.



Seamstress

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



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Amnesiac

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



Choirboy

If the Demon kills the King, you learn which player is the Demon.



Virgin

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



Sweetheart

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



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.



Politician

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



Devil's Advocate

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



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]



Goblin

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



No Dashii

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



lmn

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



Kazali 🕬

Each night*, choose a player: they die.

[You choose which players are which Minions.
-? to +? Outsiders]



Riot Z

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.



0	Summoner	Place the NIGHT 1 reminder. Show the Summoner 3 not-in-play characters as bluffs.
05	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
(2)	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
	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.
O	Summoner	Place the NIGHT 1 reminder. ③ Show the Summoner 3 not-in-play characters as bluffs.
05	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
P	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.
	Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a POISONED reminder. Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder.
T	Devil's Advocate	The Devil's Advocate chooses a living player.
AHMA	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
(2)	Empath	Give a finger signal.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
00	Bounty Hunter	Wake any player with a Townsfolk character: Show them the YOU ARE token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player.
4	Seamstress	The Seamstress might choose 2 players. Nod or shake your head, ⊚
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
A	D	

Dawn

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
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
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.
Z	Monk	The Monk chooses a player. ◎
0	Gambler	The Gambler chooses a player & a character.
Devil's Advocate		The Devil's Advocate chooses a living player.
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.
05	Kazali	The Kazali chooses a player. ◎
e e	No Dashii	The No Dashii chooses a player. ◎
Ψ	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.
94	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
***	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.
4	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
9	Empath	Give a finger signal.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
60	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.
of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.