

Investigator

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



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Innkeeper

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



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Chambermaid

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



Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Sweetheart

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



Plague Doctor

If you die, the Storyteller gains a Minion ability.



Mutant

Savant

Philosopher

Huntsman

[+the Damsel]

Slaver

Banshee

Poppy Grower

Each day, you may visit the Storyteller

choose a good character: gain that ability. If this character is in play, they are drunk.

Once per game, at night, choose a living player:

the Damsel, if chosen, becomes a not-in-play Townsfolk.

to learn two things in private: 1 is true & 1 is false.

Once per game, at night,

Once per game, during the day,

if they are the Demon, they die.

and vote twice per nomination.

If the Demon kills you, all players learn this.

Minions & Demons do not know each other.

If you die, they learn who each other are that night.

From now on, you may nominate twice per day

publicly choose a player:

If you are "mad" about being an Outsider, you might be executed.



Heretic.

Whoever wins, loses & whoever loses, wins, even if you are dead.



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Cerenovus

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

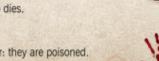


Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Fang Gu

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



Pukka

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



Legion

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



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
A. A.	Poppy Grower	If the Poppy Grower died today or tonight, & is marked with the EVIL WAKES reminder: Show the THIS IS THE DEMON info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the THESE ARE YOUR MINIONS info token, then point to the Minions. Put the Demon to sleep
	Sailor	The Sailor chooses a living player. ◎
8	Innkeeper	The Innkeeper chooses 2 players.
8	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
PR	Harpy	The Harpy chooses a player ③ & then another player, ⑤ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
1	Mezepheles	If a player is marked with the TURNS EVIL reminder: Wake them. Show the YOU ARE info token then give a thumbs down. Put them to sleep. Turn their character token upside down. (This shows they are now evil.) Mark the Mezepheles with the NO ABILITY reminder.
*	Legion	You may decide a player that dies. (Once per living Legion) ⊚
V	Pukka	The Pukka chooses a player. The previously poisoned player dies then becomes healthy.
	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.
8	Ojo	The Ojo points to a role. If a player has that role, they die. ◎ If the role is out of play, the Storyteller chooses any number of players that die. ◎
Q	Gossip	If the Gossip is due to kill a player, they die. ◎
9,9	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
Y	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died.
	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.
600)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	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.)
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.