

**Librarian**

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

**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.

**Sailor**

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

**Balloonist**

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

**Village Idiot**

Each night, choose a player: you learn their alignment. **[+0 to +2 Village Idiots. 1 of the extras is drunk]**

**Exorcist**

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

**Gossip**

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

**Slayer**

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

**Alchemist**

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.

**Cannibal**

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

**Amnesiac**

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

**Tea Lady**

If both your alive neighbors are good, they can't die.

**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

**Recluse**

You might register as evil & as a Minion or Demon, even if dead.

**Sweetheart**

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

**Klutz**

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

**Godfather**

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. **[-1 or +1 Outsider]**

**Witch**

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

**Pit-Hag**

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

**Evil Twin**

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

**Vigormortis**

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

**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]**

**Lleeche**

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



Dusk

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



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. ☉ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.)



Minion Info

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



Lunatic

If there are 7 or more players, wake the Lunatic:
Show the **THESE ARE YOUR MINIONS** token. Point to any players.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
Put the Lunatic to sleep. Wake the Demon.
Show the **YOU ARE** info token and the Demon token.
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



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.



Sailor

The Sailor chooses a living player. ☉



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☉



Godfather

Show the character tokens of all in-play Outsiders.



Evil Twin

Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.



Witch

The Witch chooses a player. ☉



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Balloonist

Point to a player (alive or dead).
Place the **SEEN** token next to the shown player. ☉



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.



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. ☉



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Sailor	The Sailor chooses a living player. ☺
	Innkeeper	The Innkeeper chooses 2 players. ☺☺☺
	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.
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	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.
	Legion	You may decide a player that dies. (Once per living Legion) ☺
	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. ☺
	Vigormortis	The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺
	Lleech	The Lleech chooses a player. Mark them with the DEAD token. ☺
	Godfather	If an Outsider died today, the Godfather chooses a player. ☺
	Gossip	If the Gossip is due to kill a player, they die. ☺
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺
	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. ☺
	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.
	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. ☺
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.