

**Knight**

You start knowing 2 players that are not the Demon.

**Noble**

You start knowing 3 players, 1 and only 1 of which is evil.

**Undertaker**

Each night\*, you learn which character died by execution today.

**Empath**

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

**Innkeeper**

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

**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.

**Lycanthrope**

Each night\*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.

**Alsaahir**

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

**Ravenkeeper**

If you die at night, you are woken to choose a player: you learn their character.

**Sage**

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

**Poppy Grower**

Minions & Demons do not know each other. If you die, they learn who each other are that night.

**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.

**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

**Politician**

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

**Poisoner**

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

**Wizard**

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

**Scarlet Woman**

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

**Vizier**

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

**Imp**

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

**Ojo**

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

**Pukka**

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

**Lord Of Typhon**

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]





Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:  
Show each of these players a unique Minion token, and give a thumbs down.  
Replace these players' good character tokens with these Minion tokens and put these players to sleep.  
Then, do the Minion Info and Demon Info steps as normal.



Dusk

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



Poppy Grower

Wake the Demon.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info.



Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:  
Show each of these players a unique Minion token, and give a thumbs down.  
Replace these players' good character tokens with these Minion tokens and put these players to sleep.  
Then, do the Minion Info and Demon Info steps as normal.



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.



Lycanthrope

Place the **FAUX PAW** reminder ☹ next to a good player.



Poisoner

The Poisoner chooses a player. ☹



Pukka

The Pukka chooses a player. ☹



Knight

Point to the two players marked **KNOW**. ☹☹



Noble

Point to all three players marked **KNOW**.



Empath

Give a finger signal.



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.



Dawn

Wait a few seconds. Call for eyes open.



Vizier

Declare that the Vizier is in play, and which player it is.





## Dusk

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



## 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.



## Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



## Poisoner

The Poisoner chooses a player. ☹



## Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.



## 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.



## Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:  
Mark them with the **DEAD** reminder. ☹ Demon doesn't kill tonight.



## 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).



## Pukka

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹



## 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.



## 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. ☹



## Lord Of Typhon

The Lord of Typhon chooses a player. ☹



## Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



## Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



## Empath

Give a finger signal.



## 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.



## Undertaker

If a player was executed today, show their character token.



## Dawn

Wait a few seconds. Call for eyes open & immediately say who died.