

Knight

You start knowing 2 players that are not the Demon.



Washerwoman

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



Flowergirl

Each night*, you learn if a Demon voted today.



Town Crier

Each night*, you learn if a Minion nominated today.



Undertaker

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



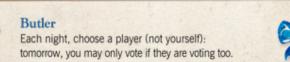
Gambler

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



Mathematician

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





Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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.



Witch

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



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



Kazali 🗪

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night*, a player might die. [+1 Minion]



Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Fang Gu

The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Lycanthrope

you learn 1 alive character. The Demon knows you are the King.

King

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

Each night, if the dead equal or outnumber the living,



Gossip

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



Savant

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



Amnesiac

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



Sage

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



Sweetheart

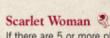
When you die, 1 player is drunk from now on.

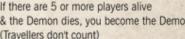


Saint

If you die by execution, your team loses.









Each night*, choose a player: they die.



	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
9	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.
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.
%	King	Wake the Demon. Show them the THIS PLAYER IS info token, then the King token, then point at the King player.
2	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the THESE ARE YOUR MINIONS token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the IS THE DEMON token Put the chosen player back to sleep. Place the IS THE DEMON token beside them.
A	Witch	The Witch chooses a player. ◎
PE	Harpy	The Harpy chooses a player © & then another player. © 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.
B.	Mezepheles	Show a single word on a piece of paper, phone, or other device.
MAN	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
*	Butler	The Butler chooses a player. ⊚
	Knight	Point to the two players marked KNOW.
	Mathematician	Give a finger signal.
8	Dawn	Wait a few seconds. Call for eyes open.

经公司等的公司	35
	89 V
	86
	A.E.
	80'
	863
	80
es are usually ordered:	88
	ю.
	100
	4
sleep. Wake the first target.	
nen point to the second target.	
Dut them to close	
Put them to sleep.	
.)	
	1
token, then the Demon token.	
teneri, trieri die Dellioli tokeli.	-
	М.
g Gu to sleep. Wake the target.	ш
g du to sieep. Wake tile taiget.	
	я.
	30
DEMON token.	
beside them.	
	33
	-
	4
	-
	35
t done this yet, do so now. @	
	-
which is the Demon.	
which is the Demon.	
which is the Demon.	
which is the Demon.	THE REAL PROPERTY AND ADDRESS OF THE PERSON NAMED AND ADDRESS
which is the Demon.	The state of the s
which is the Demon.	The state of the s
	The state of the s
which is the Demon.	Control of the Contro
which is the Demon.	NAME AND ADDRESS OF THE OWNER, WHEN SHOP THE PERSON NAMED IN COLUMN NAMED IN C
which is the Demon.	Section of the last of the las
which is the Demon.	Mary Control of the C
which is the Demon.	
which is the Demon.	The state of the s
which is the Demon.	



Mathematician

Give a finger signal.



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