

Grandmother

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



Librarian

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



Innkeeper

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



Chambermaid

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



Village Idiot

Each night, choose a player: you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]



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



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



Sweetheart

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



Plague Doctor

If you die, the Storyteller gains a Minion ability.



Mezepheles

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



Cerenovus

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

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.



No Dashii

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



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



Fang Gu

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



You register as a Minion too. [Most players are Legion]



Alsaahir

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



Philosopher

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



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Soldier

You are safe from the Demon.



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Poppy Grower

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



Mutant

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

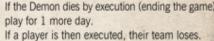


Heretic.

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

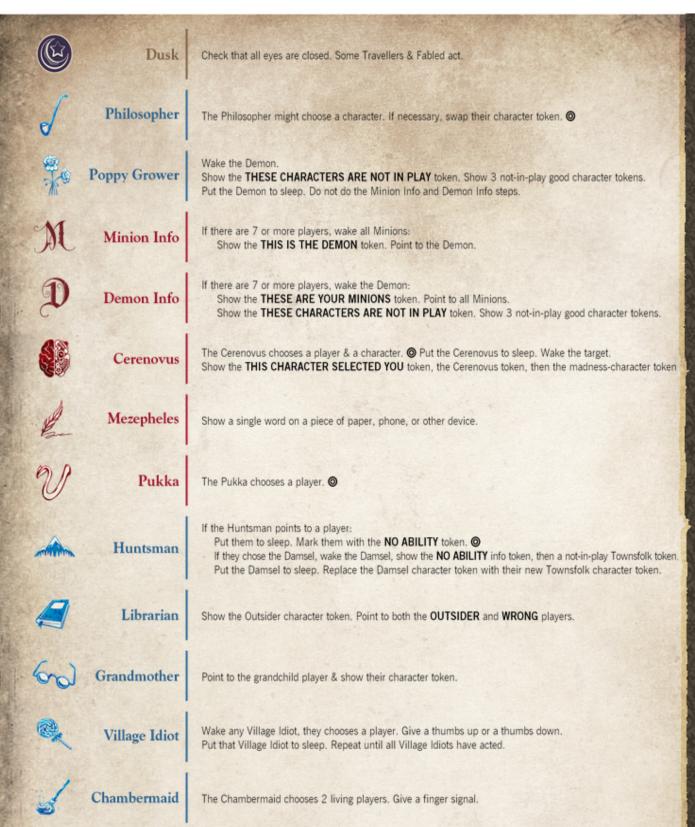


Psychopath





Each night*, a player might die. Executions fail if only evil voted.



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. ◎
***	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
5	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
\$	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
E.	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.
	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. ■
2	No Dashii	The No Dashii chooses a player. ❷
Q	Gossip	If the Gossip is due to kill a player, they die. ⊚
949	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.
¥	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. ◎
· ·	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.
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.

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

Dawn