

Washerwoman

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



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Oracle

Each night*, you learn how many dead players are evil.



Balloonist

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



Chambermaid

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



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Mathematician 2

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



Savant

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



Alsaahir

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



Huntsman

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Cannibal ?

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



Sage

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



Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.





Goon

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



Lunatic

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



Golem

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



Mezepheles

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



Poisoner

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



Cerenovus

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



Summoner 🖫 😽

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Yaggababble

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Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Lil' Monsta

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



Lord Of Typhon

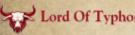
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]





Dusk

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



Lord Of Typhon

Yaggababble

Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.

Minion Info

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

Then, do the Minion Info and Demon Info steps as normal.

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.

Show each of these players a unique Minion token, and give a thumbs down.

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.

Summoner

Place the NIGHT 1 reminder. @ Show the Summoner 3 not-in-play characters as bluffs.

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.

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:

Replace these players' good character tokens with these Minion tokens and put these players to sleep.

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. @



Poisoner

Snake Charmer

Demon Info

Lil' Monsta

The Poisoner chooses a player.

The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.

Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.

Cerenovus

The Cerenovus chooses a player & a character. O Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token

Mezepheles

Show a single word on a piece of paper, phone, or other device.

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.

Washerwoman

Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.



Butler

The Butler chooses a player. @

Balloonist

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

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.

Output

Description:

Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.

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