

**Investigator**

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

**Oracle**

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

**Empath**

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

**High Priestess**

Each night, learn which player the Storyteller believes you should talk to most.

**Acrobat**

Each night\*, choose a player: if they are drunk or poisoned, you die.

**Chambermaid**

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

**Dreamer**

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

**Fortune Teller**

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

**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.

**Philosopher**

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

**Fisherman**

Once per game, during the day, visit the Storyteller for some advice to help your team win.

**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.

**Plague Doctor**

If you die, the Storyteller gains a Minion ability.

**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

**Barber**

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

**Harpy**

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

**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]

**Boffin**

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

**Zombuul**

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

**Legion**

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

**Vigormortis**

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

**Al-Hadikhia**

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.





## Dusk

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



## Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.  
Place this second character token by the Demon character token.



## Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



## Minion Info

If there are 7 or more players, wake all Minions:

Show the **THIS IS THE DEMON** token. Point to the Demon.



## Summoner

Place the **NIGHT 1** reminder. ☹

Show the Summoner 3 not-in-play characters as bluffs.



## 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.



## 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



## 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.



## Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



## Empath

Give a finger signal.



## Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



## Chambermaid

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



## 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. ☉



## Acrobat

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☉



## 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



## 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.



## Summoner

On night two, place the **NIGHT 2** reminder. ☉  
On night three, place the **NIGHT 3** reminder ☉ and wake the Summoner:  
They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.  
Show the **YOU ARE** info token, then give a thumbs down.  
Replace their character token with the Demon token and put the new Demon to sleep.



## Legion

You may decide a player that dies. (Once per living Legion) ☉



## Zombuul

If no one died today, the Zombuul chooses a player. ☉



## Vigormortis

The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉



## Al-Hadikhia

The Al-Hadikhia points at three players:  
Mark these players with the **1, 2, & 3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.  
Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.  
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2 & 3**.  
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  
If all three are alive (none have a shroud), add a shroud to all three.



## Gossip

If the Gossip is due to kill a player, they die. ☉



## Barber

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens  
If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.



## Sweetheart

If the Sweetheart died, a player became drunk immediately. If 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.



## Sage

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



## Moonchild

If the Moonchild is due to kill a good player, they die. ☉



## Empath

Give a finger signal.



## Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## Oracle

Give a finger signal.



## High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



## Chambermaid

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



## Dawn

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