

Noble

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



Investigator

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



Washerwoman

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



Grandmother

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



Empath

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Sailor

Golem

they die.

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

You may only nominate once per game.

When you do, if the nominee is not the Demon,



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]



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.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Cannibal 3

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

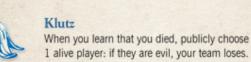


Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



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





Politician

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



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Vigormortis

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



Fang Gu

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

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
£.	Sailor	The Sailor chooses a living player. ⊚
00	Xaan	Add the NIGHT reminder token that matches the current night. On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire. Remove it the following dusk.
260	Godfather	Show the character tokens of all in-play Outsiders.
1	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the FEAR reminder. © Declare that "The Fearmonger has chosen a player."
Man	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
0-	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
(2)	Empath	Give a finger signal.
9	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
60)	Grandmother	Point to the grandchild player & show their character token.
	Noble	Point to al three players marked KNOW.
9	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.
2	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
£	Sailor	The Sailor chooses a living player. ◎
00	Xaan	Add the NIGHT reminder token that matches the current night. On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire. Remove it the following dusk.
Z	Monk	The Monk chooses a player. ◎
1	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. Declare that "The Fearmonger has chosen 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. ■
*	Vigormortis	The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.
2600	Godfather	If an Outsider died today, the Godfather chooses a player. ⊚
48	Choirboy	If the Demon killed the King, wake the Choirboy, Point to the Demon player.
C C	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
60)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
©	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
3	Juggler	Give a finger signal.
9	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.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.