

**Bounty Hunter**

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

**Pixie**

You start knowing 1 in-play Townsfolk.  
If you were mad that you were this character, you gain their ability when they die.

**Balloonist**

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

**General**

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

**Chambermaid**

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

**Mathematician**

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

**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.

**Fisherman**

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

**Soldier**

You are safe from the Demon.

**Amnesiac**

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

**Poppy Grower**

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

**Butler**

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

**Recluse**

You might register as evil & as a Minion or Demon, even if dead.

**Ogre**

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

**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]**

**Pit-Hag**

Each night\*, choose a player & a character they become (if not-in-play).  
If a Demon is made, deaths tonight are arbitrary.

**Cerenovus**

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

**Widow**

On your 1st night, look at the Grimoire & choose a player: they are poisoned.  
1 good player knows a Widow is in play.

**Pukka**

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

**Leech**

Each night\*, choose a player: they die.  
You start by choosing a player: they are poisoned.  
You die if & only if they are dead.

**Lil' Monsta**

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

**Leviathan**

If more than 1 good player is executed, evil wins.  
All players know you are in play.  
After day 5, evil wins.

\*Not the first night





Dusk

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



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



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. ☹



Poppy Grower

Wake the Demon.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info.



Minion Info

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



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.



Widow

Show the Grimoire for as long as the Widow needs.  
The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.  
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



Godfather

Show the character tokens of all in-play Outsiders.



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.



Pukka

The Pukka chooses a player. ☹



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☹



Pixie

Show the Townsfolk character token marked **MAD**.



Balloonist

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



General

If you believe that the good team is winning, give a thumbs up.  
If you believe that the evil team is winning, give a thumbs down.  
If you don't know which team is winning, give a thumbs to the side.



Fortune Teller

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



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. ☹



Butler

The Butler chooses a player. ☹



Chambermaid

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



Mathematician

Give a finger signal.



Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.





## Dusk

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



## Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



## 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.



## 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



## Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:  
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



## Pukka

The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉



## Lil' Monsta

The minions pick a player. Put them back to sleep, and then:  
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. ☉  
Place the **DEAD** token beside any living player. ☉



## Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☉



## Leviathan

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☉



## Godfather

If an Outsider died today, the Godfather chooses a player. ☉



## Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:  
Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☉



## 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. ☉



## General

If you believe that the good team is winning, give a thumbs up.  
If you believe that the evil team is winning, give a thumbs down.  
If you don't know which team is winning, give a thumbs to the side.



## Fortune Teller

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



## Bounty Hunter

If the player with the **SEEN** token died today or tonight, point to an evil player.  
Move the **SEEN** token to the shown player. ☉



## Butler

The Butler chooses a player. ☉



## 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 & immediately say who died.