

Noble

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



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.)



Flowergirl

Each night*, you learn if a Demon voted today.



Empath

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



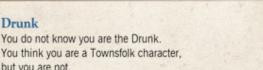
Acrobat

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



Snake Charmer

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





Moonchild

but you are not.

Drunk

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



Barber

Dreamer

Gossip

Savant

1 of which is correct.

Each night, choose a player (not yourself or Travellers):

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

you learn 1 good and 1 evil character,

Each day, you may visit the Storyteller

choose a good character: gain that ability.

If this character is in play, they are drunk.

privately ask the Storyteller any yes/no question.

to learn two things in private:

1 is true & 1 is false.

Once per game, at night,

Once per game, during the day,

you learn that it is 1 of 2 players.

If the Demon kills you,

Philosopher

Artist

Sage

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



Politician

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



Harpy

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



Fearmonger

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



Psychopath

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



Summoner 😽 🖥

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



Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Lil' Monsta

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



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

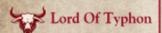


Lord Of Typhon

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.



Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down.

Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



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.



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. @



Snake Charmer

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. @



Fearmonger

The Fearmonger picks a player:

Mark the chosen player with the FEAR reminder. O Declare that "The Fearmonger has chosen a player."



Harpy

The Harpy chooses a player ② & then another player. ③ 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.



Librarian

Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Empath

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Dreamer

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



Noble

Point to al three players marked KNOW.



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.
HANK	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder.
2	Snake Charmer	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. ■
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."
P	Harpy	The Harpy chooses a player ② & then another player. ③ 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.
0	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) ◎
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*
A.	Lord Of Typhon	The Lord of Typhon chooses a player.
2	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. ■
Q	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.
À	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
Q (Moonchild	If the Moonchild is due to kill a good player, they die. ◎
600	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ⊚
(2)	Empath	Give a finger signal.
E	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
SE,	Flowergirl	Either nod or shake your head.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.