

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.



Acrobat

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



Dreamer

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



Exorcist

Drunk

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Barber

Tea Lady

they can't die.

Savant

Philosopher

Artist

Juggler

Sage

On your 1st day,

If the Demon kills you,

you learn that it is 1 of 2 players.

If both your alive neighbors are good,

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.

publicly guess up to 5 players' characters.

That night, you learn how many you got correct.

to learn two things in private: 1 is true & 1 is false.

Once per game, at night,

Once per game, during the day,

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



but you are not.

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

You do not know you are the Drunk.

You think you are a Townsfolk character,



Politician

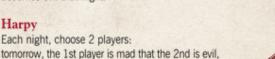
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Mezepheles

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

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.



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



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



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]





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. ◎
Sept.	Acrobat	The Acrobat chooses a player, If the chosen player is drunk or poisoned, place the DEAD reminder.
*	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."
PH	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.
2	Mezepheles	If a player is marked with the TURNS EVIL reminder: Wake them. Show the YOU ARE info token then give a thumbs down, Put them to sleep. Turn their character token upside down. (This shows they are now evil.) Mark the Mezepheles with the NO ABILITY reminder.
	Exorcist	The Exorcist chooses a player. Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon, Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
*	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 ⊚⊚(*
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.
	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.
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Moonehild	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. ⊚
E	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
8	Flowergirl	Either nod or shake your head.
200	Juggler	Give a finger signal.
2	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.