

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.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



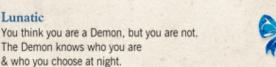
Sailor

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



Snake Charmer

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





Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

Each night, choose a player:

if they nominate tomorrow, they die.

If just 3 players live, you lose this ability.



Mastermind

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



There are extra Outsiders in play. [+2 Outsiders]



Pit-Hag

Witch

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



Zombuul

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



Vigormortis

Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



(since dawn) due to another character's ability.

Mathematician

Each night, you learn

Dreamer Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character,



Fortune Teller

1 of which is correct.

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

how many players' abilities worked abnormally



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Fool

The first time you die, you don't.



Sweetheart

When you die, 1 player is drunk from now on.



Saint

If you die by execution, your team loses.





Each night*, choose a player: they die.



	D 1	
	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.
	Lunatic	If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.
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. ◎
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.
A	Witch	The Witch chooses a player. ⊚
V	Pukka	The Pukka chooses 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.
(4)	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
600	Grandmother	Point to the grandchild player & show their character token.
E	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
4	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
	Mathematician	Give a finger signal.
2	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
J.	Sailor	The Sailor chooses a living player. ⊚
' 0	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
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.
A	Witch	The Witch chooses a player. ⊚
	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.
0	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
W.	Zombuul	If no one died today, the Zombuul chooses a player. ⊚
V	Pukka	The Pukka chooses a player. ⊚ The previously poisoned player dies then becomes healthy. ⊚
A	No Dashii	The No Dashii chooses a player. ⊚
*	Vigormortis	The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.
	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
60)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too.
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
(3)	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
E	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
	Mathematician	Give a finger signal.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.