

Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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.



Balloonist

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



General

Drunk

Saint

but you are not.

your team loses.

If you die by execution,

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

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



Snake Charmer

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



Mutant

If you are "mad" about being an Outsider,



Politician

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



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Mastermind

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Fang Gu

The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Pukka

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





Exorcist

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



Savant

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Fisherman

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



Cannibal

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



Mayor

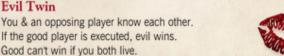
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



you might be executed.









Each night*, choose a player: they die.



	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.
1	Poisoner	The Poisoner chooses a player. ◎
7	Courtier	The Courtier might choose a character. ⊚⊚
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.
稱	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
V	Pukka	The Pukka chooses a player. ⊚
8	Pixie	Show the Townsfolk character token marked MAD.
4	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
8	Empath	Give a finger signal.
9	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player.
W	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.
	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.
	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.
1	Poisoner	The Poisoner chooses a player. ◎
7	Courtier	The Courtier might choose a character. ◎◎
5	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.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	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.
Ψ	Imp	The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.
V	Pukka	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎
	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.
©	Empath	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.
W	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,
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.