

Noble

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



Librarian

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



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Pixie

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



Oracle

Each night*, you learn how many dead players are evil.



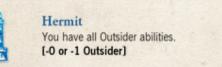
High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.





If you are "mad" about being an Outsider, you might be executed.



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Cerenovus

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



Once per game, choose to make a wish. If granted, it might have a price &



Wraith

You may choose to open your eyes at night. You wake when other evil players do.



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Lord Of Typhon

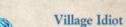
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]





Balloonist

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



Each night, choose a player: you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]



Snake Charmer

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



Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Seamstress

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



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Zealot

If 5 or more players are alive, you must vote for every nomination.

1 player is drunk, even if you die.



Puzzlemaster

If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Wizard

leave a clue as to its nature.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
¥	Lord Of Typhon	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.
9	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
*	Wraith	Wake the Wraith whenever other evil players wake.
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.
	Wizard	Run the Wizard's ability, if applicable.
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. ⊚
6	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
	Pixie	Show the Townsfolk character token marked MAD.
	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ⊚
	Noble	Point to al three players marked KNOW.
9	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎
瓜	Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
•	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Wraith	Wake the Wraith whenever other evil players wake.
\$	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.
	Wizard	Run the Wizard's ability, if applicable.
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.
Z	Monk	The Monk chooses a player. ⊚
1	Witch	The Witch chooses a player. ⊚
8	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
STATE OF THE PARTY	Zombuul	If no one died today, the Zombuul chooses a player.
بها	Lord Of Typhon	The Lord of Typhon chooses a player. ⊚
4	Vigormortis	The Vigormortis chooses a player. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊚
05	Kazali	The Kazali chooses a player. ⊚
Y	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ⊚ Publicly announce that the Banshee died.
8	Oracle	Give a finger signal.
of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
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.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
حمی	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.