

**Steward**

You start knowing
1 good player.

**Shugenja**

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

**Balloonist**

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

**Preacher**

Each night, choose a player:
a Minion, if chosen, learns this.
All chosen Minions have no ability.

**Lycanthrope**

Each night*, choose an alive player.
If good, they die & the Demon doesn't kill tonight.
One good player registers as evil.

**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.

**Philosopher**

Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.

**Juggler**

On your 1st day,
publicly guess up to 5 players' characters.
That night, you learn how many you got correct.

**Choirboy**

If the Demon kills the King,
you learn which player is the Demon.
[+ the King]

**Banshee**

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

**Tea Lady**

If both your alive neighbors are good,
they can't die.

**Fool**

The first time you die,
you don't.

**Klutz**

When you learn that you died, publicly choose
1 alive player: if they are evil, your team loses.

**Mutant**

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

**Politician**

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

**Damsel**

All Minions know you are in play.
If a Minion publicly guesses you (once),
your team loses.

**Mezepheles**

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

**Godfather**

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

**Fearmonger**

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

**Organ Grinder**

All players keep their eyes closed when voting
and the vote tally is secret.
Each night, choose if you are drunk until dusk.

**Pukka**

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

**Fang Gu**

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+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]

**Lleech**

Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.



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.



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.



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.



Preacher

The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☉



Courtier

The Courtier might choose a character. ☉☉



Godfather

Show the character tokens of all in-play Outsiders.



Organ Grinder

The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ☉
If they shake their head, remove their **DRUNK** reminder.



Fearmonger

The Fearmonger picks a player:
Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."



Mezephheles

Show a single word on a piece of paper, phone, or other device.



Pukka

The Pukka chooses a player. ☉



Damsel

Wake each Minion. Show the Damsel token.



Steward

Point to the player marked **KNOW**. ☉



Balloonist

Point to a player (alive or dead).
Place the **SEEN** token next to the shown player. ☉



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.



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. ☉



Preacher

The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



Courtier

The Courtier might choose a character. ☉☉



Organ Grinder

The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ☉
If they shake their head, remove their **DRUNK** 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."



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. ☉



Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ☉ Demon doesn't kill tonight.



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. ☉



Lord Of Typhon

The Lord of Typhon chooses a player. ☉



Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☉



Godfather

If an Outsider died today, the Godfather chooses a player. ☉



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉
Publicly announce that the Banshee died.



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



Damsel

TBD



Juggler

Give a finger signal.



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. ☉



Dawn

Wait a few seconds. Call for eyes open & immediately say who died.