

Chef

You start knowing how many pairs of evil players there are.



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.



Innkeeper

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



Acrobat

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



Savant

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



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Sweetheart

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



Pit-Hag

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



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Wizard

Once per game, choose to make a wish.



If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Kazali

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



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



Lord Of Typhon

[Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Fisherman

Engineer

Once per game, at night,

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



Farmer

If you die at night, an alive good player becomes a Farmer.



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

choose which Minions or which Demon is in play.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Banshee

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



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Saint

If you die by execution, your team loses.



Politician

you change alignment & win, even if dead.

If you were the player most responsible for your team losing,



If granted, it might have a price & leave a clue as to its nature.



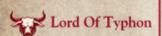
Pukka

Each night*, choose a player: they die.



Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



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.



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.



Yaggababble

Write a phrase down so that the Yaggababble can read it.

Show the Yaggababble the phrase.



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the THIS IS THE DEMON token. Point to the Demon & the Magician. Put the Minions to sleep. Wake the Demon.

Show the THESE ARE YOUR MINIONS token. Point to al Minions &the Magician.

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



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.



Engineer

If the Engineer points to a Demon or Minions on their character sheet:

Swap all appropriate character tokens with new character tokens.

Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to Mark the Engineer with the NO ABILITY reminder token.



Wizard

Run the Wizard's ability, if applicable.



Pukka

The Pukka chooses a player. @



Washerwoman

Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.



Chef

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Q	Engineer	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put ther Mark the Engineer with the NO ABILITY reminder token.
' ਰ	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
	Wizard	Run the Wizard's ability, if applicable.
1	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. ©
	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.
V	Pukka	The Pukka chooses a player.
4	Lord Of Typhon	The Lord of Typhon chooses a player. ⊚
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. Output Description:
9	Kazali	The Kazali chooses a player. ⊚
949	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
İ	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
Y	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died.
×	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
60)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
8	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.