

Noble

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



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise.

If equidistant, this info is arbitrary.



Town Crier

Each night*, you learn if a Minion nominated today.



Oracle

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



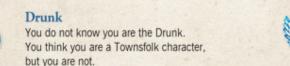
Monk

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



Balloonist

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





Recluse

You might register as evil & as a Minion or Demon, even if dead.



Saint

Dreamer

1 of which is correct.

Fortune Teller

Seamstress

Soldier You are safe

Banshee

Magician

from the Demon.

Each night, choose 2 players: you learn if either is a Demon.

Once per game, at night, choose 2 players (not yourself):

Each night, choose a player (not yourself or Travellers):

There is a good player that registers as a Demon to you.

you learn if they are the same alignment.

If the Demon kills you, all players learn this.

and vote twice per nomination.

The Demon thinks you are a Minion.

Minions think you are a Demon.

From now on, you may nominate twice per day

you learn 1 good and 1 evil character,

If you die by execution, your team loses.



Damsel

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



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Boomdandy

If you are executed, all but 3 players die.

After a 10 to 1 countdown,
the player with the most players pointing at them, dies.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.

If a player is then executed, their team loses.



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



No Dashii

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



Imm

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



Kazali 😲

Each night*, choose a player: they die.

[You choose which players are which Minions.
-? to +? Outsiders]



Vigormortis

Each night*, choose a player: they die.

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

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
05	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.
	Boffin	Wake the Boffin and the Demon. Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.
	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.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
P	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.
PH	Harpy	The Harpy chooses a player ② & then another player. ③ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
N.	Damsel	Wake each Minion. Show the Damsel token.
MAN	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
2	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. ◎
	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.
8	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
2	Monk	The Monk chooses a player. ⊚
R	Harpy	The Harpy chooses a player ② & then another player. ② Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
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.
& S	No Dashii	The No Dashii chooses a player. ⊚
*	Vigormortis	The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.
9	Kazali	The Kazali chooses a player. ⊚
¥	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died.
N.	Damsel	TBD
	Fortune Teller	The Fortune Teller chooses 2 players, Nod if either is the Demon (or the RED HERRING).
8	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
1	Town Crier	Either nod or shake your head.
R	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.
2	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.