

# Investigator

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



### Pixie

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



## Undertaker

Each night\*, you learn which character died by execution today.



# 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

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



### Drunk

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



### Saint

If you die by execution, your team loses.



# Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



If there are 5 or more players alive & the Demon dies, you become the Demon.



# Kazali

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



### Pukka

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



## Vigormortis

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



## Fang Gu

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



# Snake Charmer

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



## 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.



## Mayor

If only 3 players live & no execution occurs, your team wins.

If you die at night, another player might die instead.



# Mutant

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



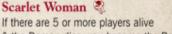
### Politician

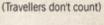
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



## **Evil Twin**







Each night\*, choose a player: they die.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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 <b>You Are</b> 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.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> 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.
	Widow	Show the Grimoire for as long as the Widow needs.  The Widow picks a player. Mark that player with a POISONED reminder.   Put the Widow to sleep.  Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder.
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.
T	Devil's Advocate	The Devil's Advocate chooses a living player. <b>⊚</b>
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.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
<b>(4)</b>	Empath	Give a finger signal.
9	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player.
	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.
33	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.
T	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.
T	Devil's Advocate	The Devil's Advocate chooses a living player. <b>⊚</b>
	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.
V	Pukka	The Pukka chooses a player,
	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.
1	Vigormortis	The Vigormortis chooses a player. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊚
9	Kazali	The Kazali chooses a player. <b>⊚</b>
	Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their character token.
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.
	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.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.