

Washerwoman

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



Pixie

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



High Priestess

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



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Recluse

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



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Zealot

Slayer

Once per game, during the day,

If they are evil, you are poisoned until a good player dies by execution.

You do not know what your ability is.

Each day, privately guess what it is:

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

If only 3 players live & no execution occurs,

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

you learn how accurate you are.

and vote twice per nomination.

You have the ability of the recently killed executee.

publicly choose a player: if they are the Demon, they die.

Cannibal 2

Amnesiac

Banshee

Mayor

your team wins.

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

The 1st time you are nominated,

if the nominator is a Townsfolk,

they are executed immediately.



Puzzlemaster

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



Pit-Hag 🤏

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



Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Marionette

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



Xaan

On night X, all Townsfolk are poisoned until dusk.

[X Outsiders]



No Dashii

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



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



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



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]



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
500	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.
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.
M	Marionette	Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.
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 them to Mark the Engineer with the NO ABILITY reminder token.
00	Xaan	Add the NIGHT reminder token that matches the current night. On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire. Remove it the following dusk.
	Wizard	Run the Wizard's ability, if applicable.
\$	Pixie	Show the Townsfolk character token marked MAD.
AHAN	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	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.
COD	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.
?	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
\$	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.
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 them to Mark the Engineer with the NO ABILITY reminder token.
00	Xaan	Add the NIGHT reminder token that matches the current night. On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire. Remove it the following dusk.
	Wizard	Run the Wizard's ability, if applicable.
	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.
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.
25	No Dashii	The No Dashii chooses a player. ⊚
Lord Of Typhon		The Lord of Typhon chooses a player. ⊚
8	Ojo	The Ojo points to a role. If a player has that role, they die. If the role is out of play, the Storyteller chooses any number of players that die. ■
**	Hatter	If the Hatter died, wake the Minions and Demon: Show them the THIS CHARACTER SELECTED YOU info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the TEA PARTY TONIGHT reminder. Change each player to the character they chose.
Y	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died.
\$	Professor	The Professor might choose a dead 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.
WID	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.