

Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Flowergirl

Each night*, you learn if a Demon voted today.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



General

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



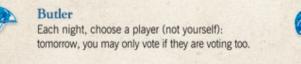
Preacher

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



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



On your 1st night, choose a player (not yourself):

you become their alignment (you don't know which)



even if drunk or poisoned.

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



Devil's Advocate

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





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



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]



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.

[+0 to +2 Village Idiots. 1 of the extras is drunk]



Fisherman

Village Idiot

Each night, choose a player:

you learn their alignment.

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



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Farmer

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



Choirboy

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





Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Sweetheart

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



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



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Marionette

[You neighbor the Demon]



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.





Ogre The Ogre points to a player:

If the player is evil, flip the Ogre's token upside down.

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.

Chambermaid The Chambermaid chooses 2 living players. Give a finger signal.

Dawn Wait a few seconds. Call for eyes open.

| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
|----------|----------------------|---|
| | Cannibal | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information. |
| £ | Sailor | The Sailor chooses a living player. ◎ |
| | 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. |
| T | Devil's Advocate | The Devil's Advocate chooses a living player. ⊚ |
| A | Witch | The Witch chooses a player. ⊚ |
| 2 | 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. |
| 2 | Shabaloth | A previously chosen player might be resurrected. 	 The Shabaloth chooses 2 players. |
| * | Po | The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(* |
| | 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. |
| 4 | Lord Of Typhon | The Lord of Typhon chooses a player. ⊚ |
| Q | Gossip | If the Gossip is due to kill a player, they die. ⊚ |
| 9.0 | Sweetheart | If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. |
| 4 | Choirboy | If the Demon killed the King, wake the Choirboy. Point to the Demon player. |
| × | 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. |
| *** | Flowergirl | Either nod or shake your head. |
| | 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. |
| 00 | Bounty Hunter | If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. |
| * | Butler | The Butler chooses a 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. |
| 3 | Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal. |
| 2 | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |