

Investigator

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



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



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.



Balloonist

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



Gossip

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



Artist

Goon

Once per game, during the day, privately ask the Storyteller any yes/no question.

Each night, the 1st player to choose you



When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

Once per game, during the day,

you learn that it is 1 of 2 players.

you learn which player is the Demon.

If both your alive neighbors are good,

The Demon thinks you are a Minion.

Minions think you are a Demon.

If the Demon kills the King,

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

If the Demon kills you,

Sage

Choirboy

[+ the King]

Tea Lady

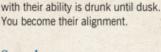
they can't die.

The first time you die,

Fool

you don't.

Magician 😘



Sweetheart

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



Barber

Klutz

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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



Cerenovus 🐷

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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



Yaggababble

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Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



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



Al-Hadikhia

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	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.
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.
§	Cerenovus	The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
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.
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
©	Empath	Give a finger signal.
600	Grandmother	Point to the grandchild player & show their character token.
9	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player.
न	Spy	Show the Grimoire to the Spy for as long as they need.
8	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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湯	Legion	You may decide a player that dies. (Once per living Legion) ◎
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.
	Al-Hadikhia	The Al-Hadikhia points at three players: Mark these players with the 1, 2, & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3. Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three.
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player.
Q	Gossip	If the Gossip is due to kill a player, they die. ◎
***************************************	Barber	If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.
	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
Å	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
4R	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
600	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
(2)	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.
43	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.