

Chef

You start knowing how many pairs of evil players there are.



Town Crier

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



Oracle

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



Acrobat

Each night*, choose a player: if they are drunk or poisoned,



Chambermaid

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



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Gossip

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

You do not know you are the Drunk.

You think you are a Townsfolk character,



Barber

Savant

Seamstress

Philosopher Once per game, at night,

Fisherman

Alchemist

When using this,

Ravenkeeper If you die at night,

Each day, you may visit the Storyteller

you learn if they are the same alignment.

choose a good character: gain that ability.

If this character is in play, they are drunk.

Once per game, during the day,

to help your team win.

You have a Minion ability.

visit the Storyteller for some advice

you are woken to choose a player:

you learn their character.

to learn two things in private: 1 is true & 1 is false.

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

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

the Storyteller may prompt you to choose differently.



Damsel

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



Golem

Harpy

but you are not.

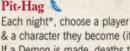
Drunk

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



or one or both might die.

Each night, choose 2 players:

Pit-Hag

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

tomorrow, the 1st player is mad that the 2nd is evil,



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



Pukka

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



Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⊚
6	Alchemist	Show the YOU ARE info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the IS THE ALCHEMIST token. Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).
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.
1	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the FEAR reminder. © Declare that "The Fearmonger has chosen a player."
R	Harpy	The Harpy chooses a player ③ & 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.
V	Pukka	The Pukka chooses a player.
1	Damsel	Wake each Minion. Show the Damsel token.
	Chef	Give a finger signal.
of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
4	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
8	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
No.	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder.
	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.
1	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. Declare that "The Fearmonger has chosen a player."
PA	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.
	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.
The state of the s	Zombuul	If no one died today, the Zombuul chooses a player. ◎
V	Pukka	The Pukka chooses a player. ⊚ The previously poisoned player dies then becomes healthy. ⊚
	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.
9	Vortox	The Vortox chooses a 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.
N.	Damsel	TBD
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
1	Town Crier	Either nod or shake your head.
R	Oracle	Give a finger signal.
4	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. 🎯
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.