

**Librarian**

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

**Pixie**

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

**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.

**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.

**Cannibal**

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

**Mayor**

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

**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.

**Damsel**

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

**Poisoner**

Each night, choose a player: they are poisoned tonight and tomorrow day.

**Evil Twin**

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

**Mastermind**

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

**Scarlet Woman**

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

**Imp**

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

**Legion**

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

**Fang Gu**

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

**Lleech**

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

*Not the first night

**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.

**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. ☹**Poisoner**

The Poisoner chooses a player. ☹

**Courtier**

The Courtier might choose a character. ☹☹

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**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. ☹**Scarlet Woman**If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.**Lunatic**Do whatever needs to be done to simulate the Demon acting.
Put the Lunatic to sleep. Wake the Demon.
Show the Lunatic token & point to them, then their target(s).**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.**Legion**

You may decide a player that dies. (Once per living Legion) ☹

**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.**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. ☹**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☹**Damsel**

TBD

**Empath**

Give a finger signal.

**Ballooning**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.**Dawn**

Wait a few seconds. Call for eyes open & immediately say who died.