

**Steward**

You start knowing  
1 good player.

**Shugenja**

You start knowing if your closest evil player  
is clockwise or anti-clockwise.  
If equidistant, this info is arbitrary.

**Balloonist**

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

**Preacher**

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

**Lycanthrope**

Each night\*, choose an alive player.  
If good, they die & the Demon doesn't kill tonight.  
One good player registers as evil.

**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.

**Philosopher**

Once per game, at night,  
choose a good character: gain that ability.  
If this character is in play, they are drunk.

**Juggler**

On your 1st day,  
publicly guess up to 5 players' characters.  
That night, you learn how many you got correct.

**Choirboy**

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

**Banshee**

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

**Tea Lady**

If both your alive neighbors are good,  
they can't die.

**Fool**

The first time you die,  
you don't.

**Klutz**

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

**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.

**Mezepheles**

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

**Godfather**

You start knowing which Outsiders are in play.  
If 1 died today, choose a player tonight: they die.  
[-1 or +1 Outsider]

**Fearmonger**

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

**Organ Grinder**

All players keep their eyes closed when voting  
and the vote tally is secret.  
Each night, choose if you are drunk until dusk.

**Pukka**

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

**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]

**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.





## Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



## 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.



## Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☉



## Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



## 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.



## 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.



## Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☉



## Courtier

The Courtier might choose a character. ☉☉



## Godfather

Show the character tokens of all in-play Outsiders.



## Organ Grinder

The Organ Grinder either nods or shakes their head:  
If they nod their head, mark them with the **DRUNK** reminder. ☉  
If they shake their head, remove their **DRUNK** reminder.



## Fearmonger

The Fearmonger picks a player:  
Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."



## Mezephales

Show a single word on a piece of paper, phone, or other device.



## Pukka

The Pukka chooses a player. ☉



## Damsel

Wake each Minion. Show the Damsel token.



## Steward

Point to the player marked **KNOW**. ☉



## Balloonist

Point to a player (alive or dead).  
Place the **SEEN** token next to the shown player. ☉



## Shugenja

Point your finger horizontally in the direction of the closest evil player.  
If the two closest evil players are equidistant, point your finger horizontally in either direction.



## 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. ☉



## 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.



## Courtier

The Courtier might choose a character. ☉☉



## Organ Grinder

The Organ Grinder either nods or shakes their head:  
If they nod their head, mark them with the **DRUNK** reminder. ☉  
If they shake their head, remove their **DRUNK** reminder.



## 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."



## 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. ☉



## Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:  
Mark them with the **DEAD** reminder. ☉ Demon doesn't kill tonight.



## 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. ☉



## Lord Of Typhon

The Lord of Typhon chooses a player. ☉



## Lleech

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



## Godfather

If an Outsider died today, the Godfather chooses a player. ☉



## Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉  
Publicly announce that the Banshee died.



## Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



## Damsel

TBD



## Juggler

Give a finger signal.



## 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. ☉



## Dawn

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