

**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.

**High Priestess**

Each night, learn which player  
the Storyteller believes you should talk to most.

**Innkeeper**

Each night\*, choose 2 players:  
they can't die tonight, but 1 is drunk until dusk.

**Sailor**

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

**Balloonist**

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

**Snake Charmer**

Each night, choose an alive player:  
a chosen Demon swaps characters & alignments  
with you & is then poisoned.

**Cult Leader**

Each night, you become the alignment of an alive neighbor.  
If all good players choose to join your cult, your team wins.

**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.

**Courtier**

Once per game, at night, choose a character:  
they are drunk for 3 nights & 3 days.

**Juggler**

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

**Cannibal**

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

**Goon**

Each night, the 1st player to choose you  
with their ability is drunk until dusk.  
You become their alignment.

**Lunatic**

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

**Drunk**

You do not know you are the Drunk.  
You think you are a Townsfolk character,  
but you are not.

**Saint**

If you die by execution,  
your team loses.

**Cerenovus**

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

**Assassin**

Once per game, at night\*, choose a player:  
they die, even if for some reason they could not.

**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.

**Xaan**

On night X,  
all Townsfolk are poisoned until dusk.  
[X Outsiders]

**Pukka**

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

**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]

**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]

\*Not the  
first night

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Pixie</b>	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ☹
	<b>Sailor</b>	The Sailor chooses a living player. ☹
	<b>Xaan</b>	Add the <b>NIGHT</b> reminder token that matches the current night. ☹ On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire. ☹ Remove it the following dusk.
	<b>Courtier</b>	The Courtier might choose a character. ☹☹
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ☹☹☹
	<b>Snake Charmer</b>	The Snake Charmer chooses a player. If they chose the Demon: Show the <b>YOU ARE</b> & 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 <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ☹
	<b>Cerenovus</b>	The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	<b>Lunatic</b>	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).
	<b>Exorcist</b>	The Exorcist chooses a player. ☹ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player. ☹
	<b>Pukka</b>	The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹
	<b>Fang Gu</b>	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☹
	<b>Lord Of Typhon</b>	The Lord of Typhon chooses a player. ☹
	<b>Assassin</b>	The Assassin might choose a player. ☹☹
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ☹
	<b>Empath</b>	Give a finger signal.
	<b>Juggler</b>	Give a finger signal.
	<b>Balloonist</b>	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. ☹
	<b>Cult Leader</b>	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the <b>YOU ARE</b> token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	<b>High Priestess</b>	Point to the player whom you most think the High Priestess should speak with tomorrow.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.