

**Librarian**

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

**Town Crier**

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

**Acrobat**

Each night\*, choose a player: if they are drunk or poisoned, you die.

**Village Idiot**

Each night, choose a player: you learn their alignment.  
[+0 to +2 Village Idiots. 1 of the extras is drunk]

**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.

**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.

**Sage**

If the Demon kills you, you learn that it is 1 of 2 players.

**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.

**Virgin**

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

**Snitch**

Each Minion gets 3 bluffs.

**Puzzlemaster**

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

**Butler**

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

**Plague Doctor**

If you die, the Storyteller gains a Minion ability.

**Mezepheles**

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

**Harpy**

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

**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.

**Goblin**

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

**Shabaloth**

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

**Vortox**

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

**Legion**

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

**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]

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Lord Of Typhon</b>	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.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Snitch</b>	Repeat the following process for each Minion: Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Courtier</b>	The Courtier might choose a character. ☺☺
	<b>Evil Twin</b>	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.
	<b>Harpy</b>	The Harpy chooses a player ☺ & then another player. ☺ Put the Harpy to sleep. Wake the first target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.
	<b>Mezepheles</b>	Show a single word on a piece of paper, phone, or other device.
	<b>Librarian</b>	Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.
	<b>Butler</b>	The Butler chooses a player. ☺
	<b>Village Idiot</b>	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<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>Courtier</b>	The Courtier might choose a character. ◎◎
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ◎
	<b>Harpy</b>	The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.
	<b>Mezepheles</b>	If a player is marked with the <b>TURNS EVIL</b> reminder: Wake them. Show the <b>YOU ARE</b> 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 <b>NO ABILITY</b> reminder. ◎
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) ◎
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	<b>Vortox</b>	The Vortox chooses a player. ◎
	<b>Lord Of Typhon</b>	The Lord of Typhon chooses a player. ◎
	<b>Plague Doctor</b>	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the <b>STORYTELLER ABILITY</b> reminder. If applicable, add a token to the night sheet.
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Banshee</b>	If the demon killed the Banshee tonight, place the <b>HAS ABILITY</b> token. ◎ Publicly announce that the Banshee died.
	<b>Choirboy</b>	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	<b>Town Crier</b>	Either nod or shake your head.
	<b>Juggler</b>	Give a finger signal.
	<b>Village Idiot</b>	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	<b>Butler</b>	The Butler chooses a player. ◎
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.