

**Noble**

You start knowing 3 players, 1 and only 1 of which is evil.

**Washerwoman**

You start knowing that 1 of 2 players is a particular Townsfolk.

**Pixie**

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

**Oracle**

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

**Preacher**

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

**Chambermaid**

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

**Dreamer**

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

**Seamstress**

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

**Huntsman**

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

**Artist**

Once per game, during the day, privately ask the Storyteller any yes/no question.

**Cannibal**

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

**Ravenkeeper**

If you die at night, you are woken to choose a player: you learn their character.

**Virgin**

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

**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.

**Goon**

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

**Drunk**

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

**Mezepheles**

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

**Poisoner**

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

**Assassin**

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

**Wizard**

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

**Imp**

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

**Ojo**

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

**Pukka**

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

**Vigormortis**

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	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.
	Poisoner	The Poisoner chooses a player. ◎
	Wizard	Run the Wizard's ability, if applicable.
	Mezepheles	Show a single word on a piece of paper, phone, or other device.
	Pukka	The Pukka chooses a player. ◎
	Pixie	Show the Townsfolk character token marked MAD .
	Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. ◎ If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
	Noble	Point to all three players marked KNOW .
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.

	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. ☺
	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.
	Poisoner	The Poisoner chooses a player. ☺
	Wizard	Run the Wizard's ability, if applicable.
	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. ☺
	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.
	Pukka	The Pukka chooses a player. ☺ The previously poisoned player dies then becomes healthy. ☺
	Vigormortis	The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺
	Ojo	The Ojo points to a role. If a player has that role, they die. ☺ If the role is out of play, the Storyteller chooses any number of players that die. ☺
	Assassin	The Assassin might choose a player. ☺☺
	Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. ☺ If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Oracle	Give a finger signal.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ☺
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.