

**Knight**

You start knowing 2 players that are not the Demon.

**Noble**

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

**Undertaker**

Each night\*, you learn which character died by execution today.

**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.

**Gambler**

Each night\*, choose a player & guess their character: if you guess wrong, you die.

**Village Idiot**

Each night, choose a player: you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]

**Exorcist**

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

**Lycanthrope**

Each night\*, choose an alive player.

If good, they die & the Demon doesn't kill tonight. One good player registers as evil.

**Alsaahir**

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

**Ravenkeeper**

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

**Sage**

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

**Poppy Grower**

Minions & Demons do not know each other. If you die, they learn who each other are that night.

**Lunatic**

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

**Recluse**

You might register as evil & as a Minion or Demon, even if dead.

**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

**Politician**

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

**Poisoner**

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

**Witch**

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

**Wizard**

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

**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.

**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.

**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]

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|  | <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:<br>Show each of these players a unique Minion token, and give a thumbs down.<br>Replace these players' good character tokens with these Minion tokens and put these players to sleep.<br>Then, do the Minion Info and Demon Info steps as normal.   |
|  | <b>Poppy Grower</b>   | Wake the Demon.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.<br>Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.  |
|  | <b>Minion Info</b>    | If there are 7 or more players, wake all Minions:<br>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.  |
|  | <b>Lunatic</b>        | If there are 7 or more players, wake the Lunatic:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the <b>YOU ARE</b> info token and the Demon token.<br>Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic. |
|  | <b>Demon Info</b>     | If there are 7 or more players, wake the Demon:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.  |
|  | <b>Poisoner</b>       | The Poisoner chooses a player. ◎   |
|  | <b>Wizard</b>         | Run the Wizard's ability, if applicable.   |
|  | <b>Witch</b>          | The Witch chooses a player. ◎  |
|  | <b>Pukka</b>          | The Pukka chooses a player. ◎  |
|  | <b>Empath</b>         | Give a finger signal.  |
|  | <b>Knight</b>         | Point to the two players marked <b>KNOW</b> . ◎◎   |
|  | <b>Noble</b>          | Point to all three players marked <b>KNOW</b> .  |
|  | <b>Village Idiot</b>  | Wake any Village Idiot, they choose a player. Give a thumbs up or a thumbs down.<br>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.   |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open.  |

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|  | Dusk           | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | Poppy Grower   | If the Poppy Grower died today or tonight, & is marked with the <b>EVIL WAKES</b> reminder:<br>Show the <b>THIS IS THE DEMON</b> info token, then point to the Demon. Put the Minions to sleep.<br>Wake the Demon. Show the <b>THESE ARE YOUR MINIONS</b> info token, then point to the Minions. Put the Demon to sleep. |
|  | Poisoner       | The Poisoner chooses a player.   |
|  | Innkeeper      | The Innkeeper chooses 2 players.   |
|  | Wizard         | Run the Wizard's ability, if applicable.   |
|  | Gambler        | The Gambler chooses a player & a character.  |
|  | Witch          | The Witch chooses a player.  |
|  | Scarlet Woman  | If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.   |
|  | Lunatic        | Do whatever needs to be done to simulate the Demon acting.<br>Put the Lunatic to sleep. Wake the Demon.<br>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:<br>Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.   |
|  | Lycanthrope    | The Lycanthrope points to a player. If the chosen player is good:<br>Mark them with the <b>DEAD</b> reminder.  Demon doesn't kill tonight.   |
|  | Imp            | The Imp chooses a player.  If the Imp chose themselves:<br>Replace 1 alive Minion token with a spare Imp token.<br>Put the old Imp to sleep. Wake the new Imp.<br>Show the <b>YOU ARE</b> token, then show the Imp token.  |
|  | Pukka          | The Pukka chooses a player.  The previously poisoned player dies then becomes healthy.   |
|  | Lord Of Typhon | The Lord of Typhon chooses a player.   |
|  | Ojo            | The Ojo points to a role. If a player has that role, they die.<br>If the role is out of play, the Storyteller chooses any number of players that die.  |
|  | Sage           | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.   |
|  | Ravenkeeper    | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.   |
|  | Empath         | Give a finger signal.  |
|  | Undertaker     | If a player was executed today, show their character token.  |
|  | Village Idiot  | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.<br>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.  |
|  | Dawn           | Wait a few seconds. Call for eyes open & immediately say who died.   |