



Shugenja

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



Bounty Hunter

You start knowing 1 evil player.
If the player you know dies, you learn another evil player tonight. **[1 Townsfolk is evil]**



Pixie

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



Balloonist

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



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon.
There is a good player that registers as a Demon to you.



Gossip

Each day, you may make a public statement.
Tonight, if it was true, a player dies.



Savant

Each day, you may visit the Storyteller to learn two things in private:
1 is true & 1 is false.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



Soldier

You are safe from the Demon.



Amnesiac

You do not know what your ability is.
Each day, privately guess what it is: you learn how accurate you are.



Poppy Grower

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



Butler

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



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Recluse

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



Politician

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



Godfather

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



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play).
If a Demon is made, deaths tonight are arbitrary.



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability.
You both know which.



Xaan

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



No Dashii

Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.



Pukka

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



Legion

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



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.

*Not the first night



Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon character token.



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered:
Poisoners, Protectors, Killers, Information



Dusk

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



Poppy Grower

Wake the Demon.

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info.



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.



Xaan

Add the **NIGHT** reminder token that matches the current night. ☉

On the night that equals the number of Outsiders in play when the game began:

Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.



Godfather

Show the character tokens of all in-play Outsiders.



Pukka

The Pukka chooses a player. ☉



Lleech

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



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.



Pixie

Show the Townsfolk character token marked **MAD**.



Balloonist

Point to a player (alive or dead).

Place the **SEEN** token next to the shown player. ☉



General

If you believe that the good team is winning, give a thumbs up.

If you believe that the evil team is winning, give a thumbs down.

If you don't know which team is winning, give a thumbs to the side.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Bounty Hunter

Wake any player with a Townsfolk character:

Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.

Turn their token upside-down. (This shows they are evil.)

Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☉



Butler

The Butler chooses a player. ☉



Mathematician

Give a finger signal.



Ogre

The Ogre points to a player:

If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



Poppy Grower

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.



Xaan

Add the **NIGHT** reminder token that matches the current night. ☺
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ☺ Remove it the following dusk.



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



Pukka

The Pukka chooses a player. ☺ The previously poisoned player dies then becomes healthy. ☺



Lleech

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



No Dashii

The No Dashii chooses a player. ☺



Legion

You may decide a player that dies. (Once per living Legion) ☺



Godfather

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



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. ☺



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. ☺



General

If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Bounty Hunter

If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ☺



Butler

The Butler chooses a player. ☺



Mathematician

Give a finger signal.



Dawn

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