

**Steward**

You start knowing  
1 good player.

**Chef**

You start knowing how many pairs  
of evil players there are.

**Washerwoman**

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

**Librarian**

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

**Gambler**

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

**General**

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

**Village Idiot**

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

**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.

**Nightwatchman**

Once per game, at night, choose a player:  
they learn you are the Nightwatchman.

**Minstrel**

When a Minion dies by execution, all other players  
(except Travellers) are drunk until dusk tomorrow.

**Virgin**

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

**Magician**

The Demon thinks you are a Minion.  
Minions think you are a Demon.

**Drunk**

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

**Golem**

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

**Saint**

If you die by execution,  
your team loses.

**Hatter**

If you died today or tonight,  
the Minion & Demon players  
may choose new Minion & Demon characters to be.

**Godfather**

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

**Psychopath**

Each day, before nominations,  
you may publicly choose a player: they die.  
If executed, you only die if you lose roshambo.

**Assassin**

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

**Boomdandy**

If you are executed, all but 3 players die.  
After a 10 to 1 countdown,  
the player with the most players pointing at them, dies.

**Yaggababble**

You start knowing each other. For the first night, you can't publicly choose a player to die.

**Shabaloth**

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

**Po**

Each night\*, you may choose a player: they die.  
If your last choice was no-one,  
choose 3 players tonight.

**Lleeche**

Each night\*, choose a player: they die.  
You start by choosing a player: they are poisoned.  
You die if & only if they are dead.





Dusk

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



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.  
Put the Minions to sleep. Wake the Demon.  
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



Yaggababble

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.



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.



Godfather

Show the character tokens of all in-play Outsiders.



Lleech

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



Steward

Point to the player marked **KNOW**. ☹



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Chef

Give a finger signal.



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.



Village Idiot

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.



Fortune Teller

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



Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



**Dusk**

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

**Gambler**

The Gambler chooses a player & a character. ☉

**Yaggababble**

For each time the Yaggababble publicly said their phrase:  
You may place a **DEAD** token next to a living player. ☉

**Lleech**

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

**Po**

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☉ or ☉☉(\*

**Godfather**

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

**Assassin**

The Assassin might choose a player. ☉☉

**Hatter**

If the Hatter died, wake the Minions and Demon:  
Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.  
Each player may point to another character of the same type as their current character.  
If a second player would end up with the same character as another player:  
Shake your head no and gesture for them to choose again.  
Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.  
Change each player to the character they chose.

**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.

**Village Idiot**

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.

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

**Nightwatchman**

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉

**Mathematician**

Give a finger signal.

**Dawn**

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