

**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.

**Boondandy**

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 time, you can publicly choose a player to die.

**No Dashii**

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

**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.

**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. ☉

**No Dashii**

The No Dashii chooses a player. ☉

**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.

**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 & immediately say who died.