

TOWNSFOLK



Steward
You start knowing
1 good player.



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



Clockmaker
You start knowing how many steps
from the Demon to its nearest Minion.



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



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.



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



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.



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

OUTSIDERS



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.

MINIONS



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.

DEMONS



Yaggababble
You start knowing a secret phrase.
For each time you said it publicly today,
a player might 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.

*Not the
first night

**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 **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.

**Shabaloth**

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉

**Po**

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

**No Dashii**

The No Dashii chooses a player. ☉

**Yaggababble**

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

**Assassin**

The Assassin might choose a player. ☉☉

**Godfather**

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

**Gossip**

If the Gossip is due to kill a player, they die. ☉

**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.

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

**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. ☉

**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.

**Mathematician**

Give a finger signal.

**Dawn**

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