



### Shugenja

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



### Town Crier

Each night\*, you learn if a Minion nominated today.



### Undertaker

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



### 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]



### Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



### Nightwatchman

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



### Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



### Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



### Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



### Tea Lady

If both your alive neighbors are good, they can't die.



### Poppy Grower

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



### Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



### Tinker

You might die at any time.



### Saint

If you die by execution, your team loses.



### Snitch

Each Minion gets 3 bluffs.



### 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.



### Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



### Ojo

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



### Po

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



### Pukka

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



### Riot

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

\*Not the first night



**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 steps.

**Minion Info**

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.

**Snitch**

Repeat the following process for each Minion:  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**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.

**Snake Charmer**

The Snake Charmer chooses a player. If they chose the Demon:  
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
Put the old Snake Charmer to sleep. Wake the old Demon.  
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☹

**Godfather**

Show the character tokens of all in-play Outsiders.

**Pukka**

The Pukka chooses a player. ☹

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ☹

**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.

**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. ☹

**Dawn**

Wait a few seconds. Call for eyes open.





Dusk

Check that all eyes are closed. Some Travellers &amp; 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.



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



Gambler

The Gambler chooses a player &amp; a character. ☹



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:  
 Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
 Put the old Snake Charmer to sleep. Wake the old Demon.  
 Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☹



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Princess

If it is the Princess' first day, and they nominated and executed a player:  
 If the Demon would wake to choose a player, wake them as normal. The Demon does not kill.



Pukka

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



Po

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



Ojo

The Ojo points to a role. If a player has that role, they die. ☹  
 If the role is out of play, the Storyteller chooses any number of players that die. ☹



Assassin

The Assassin might choose a player. ☹☹



Godfather

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



Tinker

The Tinker might die. ☹



Undertaker

If a player was executed today, show their character token.



Town Crier

Either nod or shake your head.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



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. ☹



Dawn

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