

**Grandmother**

You start knowing a good player & their character.
If the Demon kills them, you die too.

**Undertaker**

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

**Empath**

Each night, you learn how many
of your 2 alive neighbours are evil.

**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.

**Chambermaid**

Each night, choose 2 alive players (not yourself):
you learn how many woke tonight due to their
ability.

**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.

**Seamstress**

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

**Princess**

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

**Minstrel**

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

**Ravenkeeper**

If you die at night,
you are woken to choose a player:
you learn their character.

**Mayor**

If only 3 players live & no execution occurs,
your team wins.
If you die at night, another player might die instead.

**Goon**

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

**Drunk**

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

**Recluse**

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

**Klutz**

When you learn that you died, publicly choose
1 alive player: if they are evil, your team loses.

**Godfather**

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

**Spy**

Each night, you see the Grimoire.
You might register as good
& as a Townsfolk or Outsider, even if dead.

**Assassin**

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

**Goblin**

If you publicly claim to be the Goblin
when nominated & are executed that day,
your team wins.

**Yaggababble**

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

**Imp**

Each night*, choose a player: they die.
If you kill yourself this way,
a Minion becomes the Imp.

**Shabaloth**

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

**Vortex**

Each night*, choose a player: they die.
Townsfolk abilities yield false info.
Each day, if no-one is executed, evil wins.



Dusk

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



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.



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.



Empath

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



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.



Spy

Show the Grimoire to the Spy for as long as they need.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Gambler**

The Gambler chooses a player & 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. ☹

**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.

**Imp**

The Imp chooses a player. ☹ If the Imp chose themselves:
 Replace 1 alive Minion token with a spare Imp token.
 Put the old Imp to sleep. Wake the new Imp.
 Show the **YOU ARE** token, then show the Imp token.

**Shabaloth**

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

**Vortex**

The Vortex 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. ☹

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☹

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Empath**

Give a finger signal.

**Undertaker**

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

**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.

**Spy**

Show the Grimoire to the Spy for as long as they need.

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

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