

**Steward**

You start knowing  
1 good player.

**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.)

**Shugenja**

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

**Undertaker**

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

**Monk**

Each night\*, choose a player (not yourself):  
they are safe from the Demon tonight.

**Preacher**

Each night, choose a player:  
a Minion, if chosen, learns this.  
All chosen Minions have no ability.

**Snake Charmer**

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

**Alsaahir**

Once per day, if you publicly guess  
which players are Minion(s) and which are Demon(s),  
good wins.

**Nightwatchman**

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

**Ravenkeeper**

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

**Tea Lady**

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

**Fool**

The first time you die,  
you don't.

**Recluse**

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

**Politician**

If you were the player most responsible for your team losing,  
you change alignment & win,  
even if dead.

**Zealot**

If 5 or more players are alive,  
you must vote for every nomination.

**Heretic**

Whoever wins, loses & whoever loses, wins,  
even if you are dead.

**Assassin**

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

**Mastermind**

If the Demon dies by execution (ending the game),  
play for 1 more day.  
If a player is then executed, their team loses.

**Xaan**

On night X,  
all Townsfolk are poisoned until dusk.  
[X Outsiders]

**Widow**

On your 1st night, look at the Grimoire  
& choose a player: they are poisoned.  
1 good player knows a Widow is in play.

**No Dashii**

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

**Po**

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

**Fang Gu**

Each night\*, choose a player: they die.  
The 1st Outsider this kills becomes an evil Fang Gu  
& you die instead. [+1 Outsider]

**Legion**

Each night\*, a player might die.  
Executions fail if only evil voted.  
You register as a Minion too. [Most players are Legion]

\*Not the  
first night



## Dusk

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



## 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.



## Preacher

The Preacher chooses a player. If they choose a Minion:  
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



## Xaan

Add the **NIGHT** reminder token that matches the current night. ☉  
On the night that equals the number of Outsiders in play when the game began:  
Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.



## Widow

Show the Grimoire for as long as the Widow needs.  
The Widow picks a player. Mark that player with a **POISONED** reminder. ☉ Put the Widow to sleep.  
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☉



## 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. ☉



## Librarian

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



## Clockmaker

Give a finger signal.



## Steward

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



## 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.



## 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 & Fabled act.

**Preacher**

The Preacher chooses a player. If they choose a Minion:  
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

**Xaan**

Add the **NIGHT** reminder token that matches the current night. ☉  
On the night that equals the number of Outsiders in play when the game began:  
Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.

**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. ☉

**Monk**

The Monk chooses a player. ☉

**Legion**

You may decide a player that dies. (Once per living Legion) ☉

**Po**

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

**Fang Gu**

The Fang Gu chooses a player. ☉ If they chose an Outsider (once only):  
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.  
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☉

**No Dashii**

The No Dashii chooses a player. ☉

**Assassin**

The Assassin might choose a player. ☉☉

**Ravenkeeper**

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

**Undertaker**

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

**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 & immediately say who died.