

**Noble**

You start knowing 3 players,  
1 and only 1 of which is evil.

**Investigator**

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

**Innkeeper**

Each night\*, choose 2 players:  
they can't die tonight, but 1 is drunk until dusk.

**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.

**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.

**Professor**

Once per game, at night\*, choose a dead player:  
if they are a Townsfolk, they are resurrected.

**Huntsman**

Once per game, at night, choose a living player:  
the Damsel, if chosen, becomes a not-in-play Townsfolk.  
[+the Damsel]

**Fisherman**

Once per game, during the day,  
visit the Storyteller for some advice  
to help your team win.

**Cannibal**

You have the ability of the recently killed executee.  
If they are evil, you are poisoned  
until a good player dies by execution.

**Mayor**

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

**Poppy Grower**

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

**Sweetheart**

When you die,  
1 player is drunk from now on.

**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.

**Puzzlemaster**

1 player is drunk, even if you die.  
If you guess (once) who it is, learn the Demon player,  
but guess wrong & get false info.

**Godfather**

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

**Witch**

Each night, choose a player:  
if they nominate tomorrow, they die.  
If just 3 players live, you lose this ability.

**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.

**Yaggababble**

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

**Ojo**

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

**Kazali**

Each night\*, choose a player: they die.  
[You choose which players are which Minions.  
-? to +? Outsiders]

**Vortex**

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

\*Not the  
first night





## Dusk

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



## Kazali

The Kazali points at a player and a Minion on the character sheet.  
Replace their old character token with the Minion token. Wake the player.  
Show them the **You Are** info token then the Minion character token, and give a thumbs down.  
Repeat until the normal number of Minions exist.  
Put the Kazali to sleep.



## 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.



## 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.



## 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.



## Godfather

Show the character tokens of all in-play Outsiders.



## Witch

The Witch chooses a player. ☹



## Huntsman

If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☹  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



## Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



## Noble

Point to all three players marked **KNOW**.



## 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.

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**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.

**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.

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Monk**

The Monk chooses a player. ☉

**Witch**

The Witch chooses a player. ☉

**Vortex**

The Vortex chooses a player. ☉

**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. ☉

**Yaggababble**

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

**Kazali**

The Kazali chooses a 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.

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉

**Professor**

The Professor might choose a dead player. ☉☉

**Huntsman**

If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☉  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk 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.