

**Steward**

You start knowing
1 good player.

**Washerwoman**

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

**Bounty Hunter**

You start knowing 1 evil player.
If the player you know dies, you learn another
evil player tonight. **[1 Townsfolk is evil]**

**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.

**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.

**Village Idiot**

Each night, choose a player:
you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]

**Dreamer**

Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.

**Savant**

Each day, you may visit the Storyteller
to learn two things in private:
1 is true & 1 is false.

**Courtier**

Once per game, at night, choose a character:
they are drunk for 3 nights & 3 days.

**Artist**

Once per game, during the day,
privately ask the Storyteller any yes/no question.

**Fisherman**

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

**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.

**Tinker**

You might die
at any time.

**Moonchild**

When you learn that you died,
publicly choose 1 alive player.
Tonight, if it was a good player, they die.

**Devil's Advocate**

Each night, choose a living player
(different to last night):
if executed tomorrow, they don't die.

**Spy**

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

**Fearmonger**

Each night, choose a player:
if you nominate & execute them, their team loses.
All players know if you choose a new player.

**Goblin**

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

**No Dashii**

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

**Vigormortis**

Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. **[-1 Outsider]**

**Leech**

Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.

**Leviathan**

If more than 1 good player is executed, evil wins.
All players know you are in play.
After day 5, evil wins.



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.



Courtier

The Courtier might choose a character. ☹☹



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Spy

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



Fearmonger

The Fearmonger picks a player:
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☹



Steward

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



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



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.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Bounty Hunter

Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



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.



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



Courtier

The Courtier might choose a character. ☹☹



Monk

The Monk chooses a player. ☹



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Spy

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



Fearmonger

The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☹



Vigormortis

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹



No Dashii

The No Dashii chooses a player. ☹



Leviathan

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☹



Tinker

The Tinker might die. ☹



Moonchild

If the Moonchild is due to kill a good player, they die. ☹



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.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Bounty Hunter

If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ☹



Undertaker

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



Dawn

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