



### Chef

You start knowing how many pairs of evil players there are.



### Washerwoman

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



### Shugenja

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



### Bounty Hunter

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



### Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



### Flowergirl

Each night\*, you learn if a Demon voted today.



### Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



### General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



### Nightwatchman

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



### Huntsman

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



### Alchemist

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



### Farmer

If you die at night, an alive good player becomes a Farmer.



### Tea Lady

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



### Goon

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



### Mutant

If you are "mad" about being an Outsider, you might be executed.



### Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



### Snitch

Each Minion gets 3 bluffs.



### 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.



### Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



### Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



### Imp

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



### Po

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



### Vortex

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



### Vigormortis

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





## Dusk

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



## Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. ☉ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).



## 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.



## Organ Grinder

The Organ Grinder either nods or shakes their head:  
If they nod their head, mark them with the **DRUNK** reminder. ☉  
If they shake their head, remove their **DRUNK** reminder.



## Pixie

Show the Townsfolk character token marked **MAD**.



## 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.



## Damsel

Wake each Minion. Show the Damsel token.



## Washerwoman

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



## Chef

Give a finger signal.



## 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.



## 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. ☉



## 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. ☉



## General

If you believe that the good team is winning, give a thumbs up.  
If you believe that the evil team is winning, give a thumbs down.  
If you don't know which team is winning, give a thumbs to the side.



## Dawn

Wait a few seconds. Call for eyes open.



## Vizier

Declare that the Vizier is in play, and which player it is.



**Dusk**

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

**Pixie**If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☹**Gambler**

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

**Organ Grinder**The Organ Grinder either nods or shakes their head:  
If they nod their head, mark them with the **DRUNK** reminder. ☹  
If they shake their head, remove their **DRUNK** reminder.**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.**Po**

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

**Vortex**

The Vortex chooses a player. ☹

**Vigormortis**

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

**Assassin**

The Assassin might choose 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.**Damsel**

TBD

**Farmer**If the Farmer died tonight:  
Wake an alive good player.  
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.  
Replace their previous character token with a Farmer character token.**Flowergirl**

Either nod or shake your head.

**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. ☹**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. ☹**General**If you believe that the good team is winning, give a thumbs up.  
If you believe that the evil team is winning, give a thumbs down.  
If you don't know which team is winning, give a thumbs to the side.**Dawn**

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