

**Shugenja**

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

**Town Crier**

Each night*, you learn if a Minion nominated today.

**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.

**Gambler**

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

**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.

**Nightwatchman**

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

**Seamstress**

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

**Slayer**

Once per game, during the day, publicly choose a player: if they are the Demon, they die.

**Princess**

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

**Tea Lady**

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

**Poppy Grower**

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

**Goon**

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

**Tinker**

You might die at any time.

**Saint**

If you die by execution, your team loses.

**Snitch**

Each Minion gets 3 bluffs.

**Godfather**

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

**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.

**Scarlet Woman**

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

**Ojo**

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

**Po**

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

**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

**Riot**

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

*Not the first night



Dusk

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



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.



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.



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.



Pukka

The Pukka chooses a player. ☺



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☺



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.



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.



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.



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.



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. ☹



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

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.



Pukka

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹



Po

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



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. ☹



Assassin

The Assassin might choose a player. ☹☹



Godfather

If an Outsider died today, the Godfather chooses a player. ☹



Tinker

The Tinker might die. ☹



Undertaker

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



Town Crier

Either nod or shake your head.



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.



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.