



Steward

You start knowing
1 good player.



Pixie

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



High Priestess

Each night, learn which player
the Storyteller believes you should talk to most.



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.



King

Each night, if the dead equal or outnumber the living,
you learn 1 alive character.
The Demon knows you are the King.



Cult Leader

Each night, you become the alignment of an alive neighbor.
If all good players choose to join your cult, your team wins.



Alsaahir

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



Juggler

On your 1st day,
publicly guess up to 5 players' characters.
That night, you learn how many you got correct.



Soldier

You are safe
from the Demon.



Farmer

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



Choirboy

If the Demon kills the King,
you learn which player is the Demon.
[+ the King]



Pacifist

Executed good players
might not die.



Goon

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



Ogre

On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.



Golem

You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.



Klutz

When you learn that you died, publicly choose
1 alive player: if they are evil, your team loses.



Harpy

Each night, choose 2 players:
tomorrow, the 1st player is mad that the 2nd is evil,
or one or both might die.



Psychopath

Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.



Goblin

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



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]



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.



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.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



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. ☉



Harpy

The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Pixie

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



Steward

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



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.



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)



Ogre

The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Dawn

Wait a few seconds. Call for eyes open.



Dusk

Check that all eyes are closed. Some Travellers & 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. ☺



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.



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. ☺



Harpy

The Harpy chooses a player ☺ & then another player. ☺ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Po

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



No Dashii

The No Dashii chooses a player. ☺



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



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.



Juggler

Give a finger signal.



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.



King

If the number of dead players is equal to or exceeds the number of alive players:
Wake the King. Show one alive character token. Put the King to sleep.



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Dawn

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