

**Steward**

You start knowing
1 good player.

**Clockmaker**

You start knowing how many steps
from the Demon to its nearest Minion.

**Librarian**

You start knowing that 1 of 2 players
is a particular Outsider. (Or that zero are in play.)

**Shugenja**

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

**Undertaker**

Each night*, you learn which character
died by execution today.

**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.

**Snake Charmer**

Each night, choose an alive player:
a chosen Demon swaps characters & alignments
with you & is then poisoned.

**Alsaahir**

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

**Nightwatchman**

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

**Ravenkeeper**

If you die at night,
you are woken to choose a player:
you learn their character.

**Tea Lady**

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

**Fool**

The first time you die,
you don't.

**Recluse**

You might register as evil & as a Minion or Demon,
even if dead.

**Politician**

If you were the player most responsible for your team losing,
you change alignment & win,
even if dead.

**Zealot**

If 5 or more players are alive,
you must vote for every nomination.

**Heretic**

Whoever wins, loses & whoever loses, wins,
even if you are dead.

**Assassin**

Once per game, at night*, choose a player:
they die, even if for some reason they could not.

**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]

**Widow**

On your 1st night, look at the Grimoire
& choose a player: they are poisoned.
1 good player knows a Widow is in play.

**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.

**Fang Gu**

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]

**Legion**

Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. [Most players are Legion]

*Not the
first night



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.



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.



Widow

Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ☉ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☉



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. ☉



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Clockmaker

Give a finger signal.



Steward

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



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.



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.

**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.

**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. ☉

**Monk**

The Monk chooses a player. ☉

**Legion**

You may decide a player that dies. (Once per living Legion) ☉

**Po**

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

**Fang Gu**

The Fang Gu chooses a player. ☉ If they chose an Outsider (once only):
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☉

**No Dashii**

The No Dashii chooses a player. ☉

**Assassin**

The Assassin might choose a player. ☉☉

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Undertaker**

If a player was executed today, show their 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.