

**Chef**

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

**Shugenja**

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

**Empath**

Each night, you learn how many of your 2 alive neighbours are evil.

**Gambler**

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

**Acrobat**

Each night*, choose a player: if they are drunk or poisoned, you die.

**Village Idiot**

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

**Fortune Teller**

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

**Gossip**

Each day, you may make a public statement. Tonight, if it was true, a player dies.

**Nightwatchman**

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

**Philosopher**

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

**Artist**

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

**Farmer**

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

**Virgin**

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

**Recluse**

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

**Mutant**

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

**Golem**

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

**Puzzlemaster**

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

**Poisoner**

Each night, choose a player: they are poisoned tonight and tomorrow day.

**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.

**Witch**

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

**Boffin**

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

**Marionette**

You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]

**Imp**

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

**Fang Gu**

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

**Shabaloth**

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

*Not the first night



Dusk

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



Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



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.



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.



Poisoner

The Poisoner chooses a player. ☹



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.



Witch

The Witch chooses a player. ☹



Chef

Give a finger signal.



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



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.

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ☹

**Poisoner**

The Poisoner chooses a player. ☹

**Gambler**

The Gambler chooses a player & a character. ☹

**Acrobat**The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☹**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.

**Witch**

The Witch chooses a player. ☹

**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.

**Shabaloth**

A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹

**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. ☹

**Gossip**

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

**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.

**Empath**

Give a finger signal.

**Fortune Teller**The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).**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.