



### Washerwoman

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



### Librarian

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



### Oracle

Each night\*, you learn how many dead players are evil.



### Gambler

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



### Monk

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



### Balloonist

Each night, you learn a player of a different character type than last night.  
[+0 or +1 Outsider]



### Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



### Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



### King

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



### Exorcist

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



### Artist

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



### Fool

The first time you die, you don't.



### Poppy Grower

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



### Ogre

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



### Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



### Recluse

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



### Saint

If you die by execution, your team loses.



### Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



### Widow

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



### Goblin

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



### Baron

There are extra Outsiders in play.  
[+2 Outsiders]



### No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



### 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.



### Al-Hadikhia

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



**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.

**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.

**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.

**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. ☹

**Wizard**

Run the Wizard's ability, if applicable.

**Washerwoman**

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

**Librarian**

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

**Balloonist**

Point to a player (alive or dead).  
Place the **SEEN** token next to the shown player. ☹

**Ogre**

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

**Mathematician**

Give a finger signal.

**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.



## 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.



## Wizard

Run the Wizard's ability, if applicable.



## Gambler

The Gambler chooses a player & a character. ☉



## Monk

The Monk chooses a player. ☉



## Exorcist

The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon:  
Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.



## Po

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



## No Dashii

The No Dashii chooses a player. ☉



## 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. ☉



## Al-Hadikhia

The Al-Hadikhia points at three players:  
Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.  
Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.  
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.  
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  
If all three are alive (none have a shroud), add a shroud to all three.



## Oracle

Give a finger signal.



## Balloonist

Point to a player (alive or dead) with a different role type from the player with the SEEN token.  
Place the SEEN token next to the shown player. ☉



## 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.



## Mathematician

Give a finger signal.



## Dawn

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