

**Steward**

You start knowing 1 good player.

**Investigator**

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

**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.

**Innkeeper**

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

**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]

**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.

**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.

**Choirboy**

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

**Tea Lady**

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

**Golem**

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

**Damsel**

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

**Snitch**

Each Minion gets 3 bluffs.

**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.

**Fearmonger**

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.

**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.

**Boffin**

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

**Xaan**

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

**Shabaloth**

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

**Pukka**

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

**Lil' Monsta**

Each night, Minions choose who babysits Lil' Monsta & is the Demon. Each night\*, a player might die. [+1 Minion]

**Lord Of Typhon**

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

|  |                |  |
|--|----------------|--|
|  | Dusk           | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | Lord Of Typhon | Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:<br>Show each of these players a unique Minion token, and give a thumbs down.<br>Replace these players' good character tokens with these Minion tokens and put these players to sleep.<br>Then, do the Minion Info and Demon Info steps as normal.                                   |
|  | Boffin         | Wake the Boffin and the Demon.<br>Show the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Boffin token, then the good character token.<br>Place this second character token by the Demon character token.   |
|  | Minion Info    | If there are 7 or more players, wake all Minions:<br>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.  |
|  | Snitch         | Repeat the following process for each Minion:<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.   |
|  | Demon Info     | If there are 7 or more players, wake the Demon:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.  |
|  | Lil' Monsta    | Instead of the normal Minion Info and Demon Info steps, do the following:<br>Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player:<br>Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token.<br>Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ⚡ |
|  | Xaan           | Add the <b>NIGHT</b> reminder token that matches the current night. ⚡<br>On the night that equals the number of Outsiders in play when the game began:<br>Add the <b>X</b> reminder to the Grimoire. ⚡ Remove it the following dusk.   |
|  | Organ Grinder  | The Organ Grinder either nods or shakes their head:<br>If they nod their head, mark them with the <b>DRUNK</b> reminder. ⚡<br>If they shake their head, remove their <b>DRUNK</b> reminder.  |
|  | Fearmonger     | The Fearmonger picks a player:<br>Mark the chosen player with the <b>FEAR</b> reminder. ⚡ Declare that "The Fearmonger has chosen a player."   |
|  | Pukka          | The Pukka chooses a player. ⚡  |
|  | Damsel         | Wake each Minion. Show the Damsel token.   |
|  | Investigator   | Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.   |
|  | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).   |
|  | Steward        | Point to the player marked <b>KNOW</b> . ⚡   |
|  | Balloonist     | Point to a player (alive or dead).<br>Place the <b>SEEN</b> token next to the shown player. ⚡  |
|  | Shugenja       | Point your finger horizontally in the direction of the closest evil player.<br>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.<br>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.  |
|  | Nightwatchman  | If the Nightwatchman points at a player:<br>Put the Nightwatchman to sleep.<br>Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token.<br>Point to the Nightwatchman player. Put the chosen player back to sleep.<br>Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ⚡  |
|  | Dawn           | Wait a few seconds. Call for eyes open.  |

|  |                       |   |
|--|-----------------------|---|
|  | <b>Dusk</b>           | Check that all eyes are closed. Some Travellers & Fabled act.   |
|  | <b>Xaan</b>           | Add the <b>NIGHT</b> reminder token that matches the current night. ◎<br>On the night that equals the number of Outsiders in play when the game began:<br>Add the X reminder to the Grimoire. ◎ Remove it the following dusk.   |
|  | <b>Innkeeper</b>      | The Innkeeper chooses 2 players. ◎◎◎  |
|  | <b>Monk</b>           | The Monk chooses a player. ◎  |
|  | <b>Organ Grinder</b>  | The Organ Grinder either nods or shakes their head:<br>If they nod their head, mark them with the <b>DRUNK</b> reminder. ◎<br>If they shake their head, remove their <b>DRUNK</b> reminder.   |
|  | <b>Fearmonger</b>     | The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder:<br>Mark the chosen player with the <b>FEAR</b> reminder. ◎ Declare that "The Fearmonger has chosen a player."  |
|  | <b>Pukka</b>          | The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎   |
|  | <b>Shabaloth</b>      | A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎  |
|  | <b>Lord Of Typhon</b> | The Lord of Typhon chooses a player. ◎  |
|  | <b>Lil' Monsta</b>    | The minions pick a player. Put them back to sleep, and then:<br>Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token.<br>Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ◎<br>Place the <b>DEAD</b> token beside any living player. ◎                                   |
|  | <b>Choirboy</b>       | If the Demon killed the King, wake the Choirboy. Point to the Demon player.   |
|  | <b>Damsel</b>         | TBD   |
|  | <b>Fortune Teller</b> | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).  |
|  | <b>Undertaker</b>     | If a player was executed today, show their character token.   |
|  | <b>Balloonist</b>     | Point to a player (alive or dead) with a different role type from the player with the <b>SEEN</b> token.<br>Place the <b>SEEN</b> token next to the shown player. ◎   |
|  | <b>Village Idiot</b>  | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.<br>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.   |
|  | <b>Nightwatchman</b>  | If the Nightwatchman points at a player:<br>Put the Nightwatchman to sleep.<br>Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token.<br>Point to the Nightwatchman player. Put the chosen player back to sleep.<br>Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ◎ |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open & immediately say who died.  |