

**Steward**

You start knowing
1 good player.

**Shugenja**

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

**Bounty Hunter**

You start knowing 1 evil player.
If the player you know dies, you learn another
evil player tonight. **[1 Townsfolk is evil]**

**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.

**Chambermaid**

Each night, choose 2 alive players (not yourself):
you learn how many woke tonight due to their
ability.

**Village Idiot**

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

**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.

**Savant**

Each day, you may visit the Storyteller
to learn two things in private:
1 is true & 1 is false.

**Cannibal**

You have the ability of the recently killed executee.
If they are evil, you are poisoned
until a good player dies by execution.

**Farmer**

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

**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.

**Devil's Advocate**

Each night, choose a living player
(different to last night):
if executed tomorrow, they don't die.

**Assassin**

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

**Boomdandy**

If you are executed, all but 3 players die.
After a 10 to 1 countdown,
the player with the most players pointing at them, dies.

**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]

**Vigormortis**

Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. **[-1 Outsider]**



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.



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.



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.



Devil's Advocate

The Devil's Advocate chooses a living player. ☉



Pixie

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



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.



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.



Bounty Hunter

Wake any player with a Townsfolk character:

Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.

Turn their token upside-down. (This shows they are evil.)

Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☉



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.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**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. ☹

**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.

**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. ☹

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☹

**Vigormortis**

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹

**Assassin**

The Assassin might choose a 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.

**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.

**Bounty Hunter**

If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown player. ☹

**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.

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

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