

**Steward**

You start knowing 1 good player.

**Noble**

You start knowing 3 players, 1 and only 1 of which is evil.

**Washerwoman**

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

**Bounty Hunter** 

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

**Preacher**

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

**Village Idiot**

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

**Mathematician**

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

**Fisherman**

Once per game, during the day, visit the Storyteller for some advice to help your team win.

**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.

**Mayor**

If only 3 players live & no execution occurs, your team wins.

If you die at night, another player might die instead.

**Magician** 

The Demon thinks you are a Minion. Minions think you are a Demon.

**Atheist**

The Storyteller can break the game rules, and if executed, good wins, even if you are dead. **[No evil characters]**

**Pit-Hag** 

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

**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.

**Scarlet Woman**

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

**Xaan**

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

**No Dashii**

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

**Kazali**

Each night*, choose a player: they die. **[You choose which players are which Minions. -? to +? Outsiders]**

**Imp**

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

**Lil' Monsta** 

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

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Kazali	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the You Are info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	Magician	<p>If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:</p> <p>Wake all Minions. Show the THIS IS THE DEMON token. Point to the Demon & the Magician.</p> <p>Put the Minions to sleep. Wake the Demon.</p> <p>Show the THESE ARE YOUR MINIONS token. Point to all Minions & the Magician.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p>
	Minion Info	<p>If there are 7 or more players, wake all Minions:</p> <p>Show the THIS IS THE DEMON token. Point to the Demon.</p>
	Demon Info	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to all Minions.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p>
	Preacher	<p>The Preacher chooses a player. If they choose a Minion:</p> <p>Put a PREACHED reminder token next to that Minion. Wake the chosen Minion.</p> <p>Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.</p>
	Lil' Monsta	<p>Instead of the normal Minion Info and Demon Info steps, do the following:</p> <p>Wake all Minions. Show the THESE ARE YOUR MINIONS token. The minions pick a player:</p> <p>Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the IS THE DEMON token.</p> <p>Put the chosen player back to sleep. Place the IS THE DEMON token beside them. ☺</p>
	Xaan	<p>Add the NIGHT reminder token that matches the current night. ☺</p> <p>On the night that equals the number of Outsiders in play when the game began:</p> <p>Add the X reminder to the Grimoire. ☺ Remove it the following dusk.</p>
	Organ Grinder	<p>The Organ Grinder either nods or shakes their head:</p> <p>If they nod their head, mark them with the DRUNK reminder. ☺</p> <p>If they shake their head, remove their DRUNK reminder.</p>
	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	Steward	Point to the player marked KNOW . ☺
	Noble	Point to all three players marked KNOW .
	Village Idiot	<p>Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.</p> <p>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.</p>
	Bounty Hunter	<p>Wake any player with a Townsfolk character:</p> <p>Show them the YOU ARE token, & a thumbs down. Put them back to sleep.</p> <p>Turn their token upside-down. (This shows they are evil.)</p> <p>Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. ☺</p>
	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.
	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.
	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.
	Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	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.
	No Dashii	The No Dashii chooses a player.
	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them. Place the DEAD token beside any living player.
	Kazali	The Kazali chooses a player.
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's 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.
	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.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.