

**Chef**

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

**Grandmother**

You start knowing a good player & their character. If the Demon kills them, you die too.

**Librarian**

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

**High Priestess**

Each night, learn which player the Storyteller believes you should talk to most.

**Innkeeper**

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

**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]

**Mathematician**

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

**Dreamer**

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

**Engineer**

Once per game, at night, choose which Minions or which Demon is in play.

**Huntsman**

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

**Fool**

The first time you die, you don't.

**Magician**

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

**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.

**Tinker**

You might die at any time.

**Barber**

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

**Evil Twin**

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

**Mastermind**

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

**Vizier**

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

**Boffin**

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

**Ojo**

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

**Pukka**

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

**Zombuul**

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

**Fang Gu**

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

*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.



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.

Put the Minions to sleep. Wake the Demon.

Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



Engineer

If the Engineer points to a Demon or Minions on their character sheet:

Swap all appropriate character tokens with new character tokens.

Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.

Mark the Engineer with the **NO ABILITY** reminder token. ☹



Evil Twin

Wake both twins. Allow eye contact.

Show the good twin's character token to the Evil Twin & vice versa.



Pukka

The Pukka chooses a player. ☹



Huntsman

If the Huntsman points to a player:

Put them to sleep. Mark them with the **NO ABILITY** token. ☹

If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.

Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



Librarian

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



Chef

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



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.



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.



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



Vizier

Declare that the Vizier is in play, and which player it is.



Dusk

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



Engineer

If the Engineer points to a Demon or Minions on their character sheet:
Swap all appropriate character tokens with new character tokens.
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.
Mark the Engineer with the **NO ABILITY** reminder token. ☹



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



Acrobat

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



Zombuul

If no one died today, the Zombuul chooses a player. ☹



Pukka

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹



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. ☹



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. ☹



Barber

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens.
If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.



Huntsman

If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ☹
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



Tinker

The Tinker might die. ☹



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☹



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



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.



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Mathematician

Give a finger signal.



Dawn

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