

**Chef**

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

**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]

**Choirboy**

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

**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.

**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

**Barber**

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

**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.

**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.

**Goblin**

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

**Mastermind**

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

**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.

**Fang Gu**

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

**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.

FIRST NIGHT

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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Boffin | <p>Wake the Boffin and the Demon.</p> <p>Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token.</p> <p>Place this second character token by the Demon character token.</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> |
| | Engineer | <p>If the Engineer points to a Demon or Minions on their character sheet:</p> <p>Swap all appropriate character tokens with new character tokens.</p> <p>Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to sleep.</p> <p>Mark the Engineer with the NO ABILITY reminder token. ☺</p> |
| | Evil Twin | <p>Wake both twins. Allow eye contact.</p> <p>Show the good twin's character token to the Evil Twin & vice versa.</p> |
| | Pukka | The Pukka chooses a player. ☺ |
| | Huntsman | <p>If the Huntsman points to a player:</p> <p>Put them to sleep. Mark them with the NO ABILITY token. ☺</p> <p>If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token.</p> <p>Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.</p> |
| | Librarian | Show the Outsider character token. Point to both the OUTSIDER and WRONG players. |
| | Chef | Give a finger signal. |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | 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> |
| | Ogre | <p>The Ogre points to a player:</p> <p>If the player is evil, flip the Ogre's token upside down.</p> |
| | 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. |

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| | 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. ☺ |
| | 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. ☺ |
| | 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. |
| | 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. |
| | Choirboy | If the Demon killed the King, wake the Choirboy. Point to the Demon 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. |
| | Moonchild | If the Moonchild is due to kill a good player, they die. ☺ |
| | 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. |