Steward
You start knowing
1 good player.

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

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

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]

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.

Nightwatchman
Once per game, at night, choose a player:
they learn you are the Nightwatchman.

Slayer
Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.

Soldier
You are safe
from the Demon.

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

Sage
If the Demon kills you,
you learn that it is 1 of 2 players.

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.

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.

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

Klutz
When you learn that you died, publicly choose
1 alive player: if they are evil, your team loses.

Psychopath
Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.

Widow
On your 1st night, look at the Grimoire
& choose a player: they are poisoned.
1 good player knows a Widow is in play.

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.

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

Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.
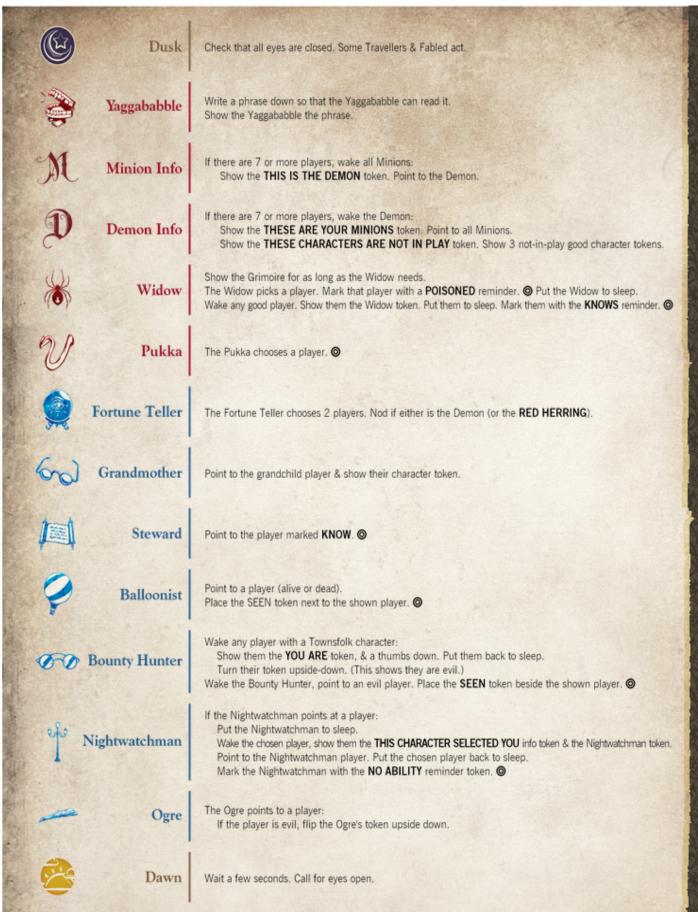
Shabaloth
Each night*, choose 2 players: they die.
A dead player you chose last night might be
regurgitated.

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

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.

Yaggababble — Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.

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.

Widow — Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎

Pukka — The Pukka chooses a player. ◎

Fortune Teller — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Grandmother — Point to the grandchild player & show their character token.

Steward — Point to the player marked **KNOW**. ◎

Balloonist — Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

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. ◎

Nightwatchman — If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

Ogre — The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.

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.

Monk — The Monk chooses a player. ◎

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

Shabaloth — A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

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. ◎

Yaggababble — For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ◎

Sage — If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

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

Fortune Teller — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Balloonist — Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next to the shown player. ◎

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. ◎

Nightwatchman — If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

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