Steward
You start knowing
1 good player.

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

Town Crier
Each night*, you learn
if a Minion nominated today.

Undertaker
Each night*, you learn which character
died by execution today.

Monk
Each night*, choose a player (not yourself):
they are safe from the Demon tonight.

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.

Seamstress
Once per game, at night,
choose 2 players (not yourself):
you learn if they are the same alignment.

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

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.

Fool
The first time you die,
you don't.

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

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.

Saint
If you die by execution,
your team loses.

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.

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

Wizard
Once per game, choose to make a wish.
If granted, it might have a price &
leave a clue as to its nature.

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

Baron
There are extra Outsiders in play.
[+2 Outsiders]

Shabaloth
Each night*, choose 2 players: they die.
A dead player you chose last night might be
regurgitated.

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

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.

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

Lil' Monsta — Instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
Put the minions back to sleep. 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. ◎

Wizard — Run the Wizard's ability, if applicable.

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

Seamstress — The Seamstress might choose 2 players. Nod or shake your head. ◎

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

Noble — Point to al three players marked **KNOW**.

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.

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

Wizard	Run the Wizard's ability, if applicable.
Monk	The Monk chooses a player. ◎
Zombuul	If no one died today, the Zombuul chooses a player. ◎
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. ◎

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. ◎

Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
Undertaker	If a player was executed today, show their character token.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Town Crier	Either nod or shake your head.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.