

**Grandmother**

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

**High Priestess**

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

**Monk**

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

**Chambermaid**

Each night, choose 2 alive players (not yourself):
you learn how many woke tonight due to their
ability.

**Village Idiot**

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

**King**

Each night, if the dead equal or outnumber the living,
you learn 1 alive character.
The Demon knows you are the King.

**Cult Leader**

Each night, you become the alignment of an alive neighbor.
If all good players choose to join your cult, your team wins.

**Fisherman**

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

**Farmer**

If you die at night,
an alive good player becomes a Farmer.

**Ravenkeeper**

If you die at night,
you are woken to choose a player:
you learn their character.

**Choirboy**

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

**Banshee**

If the Demon kills you, all players learn this.
From now on, you may nominate twice per day
and vote twice per nomination.

**Pacifist**

Executed good players
might not die.

**Golem**

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

**Moonchild**

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

**Saint**

If you die by execution,
your team loses.

**Mutant**

If you are "mad" about being an Outsider,
you might be executed.

**Godfather**

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

**Widow**

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

**Vizier**

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

**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.

**Yaggababble**

You start knowing a secret phrase.
For each time you said it publicly today,
a player might die.

**Imp**

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

**Po**

Each night*, you may choose a player: they die.
If your last choice was no-one,
choose 3 players tonight.

**Pukka**

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

*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.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



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. ☹



Godfather

Show the character tokens of all in-play Outsiders.



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.



Pukka

The Pukka chooses a player. ☹



Grandmother

Point to the grandchild player & show their 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.



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)



High Priestess

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



Chambermaid

The Chambermaid chooses 2 living players. 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.
	Monk	The Monk chooses a player. ☉
	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.
	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.
	Pukka	The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉*
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ☉
	Godfather	If an Outsider died today, the Godfather chooses a player. ☉
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ☉ Publicly announce that the Banshee died.
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Moonchild	If the Moonchild is due to kill a good player, they die. ☉
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☉
	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.
	King	If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.