

TOWNSFOLK



**Steward**

You start knowing 1 good player.



**Chef**

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



**Investigator**

You start knowing that 1 of 2 players is a particular Minion.



**Bounty Hunter**

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



**Innkeeper**

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



**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]



**Village Idiot**

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



**Nightwatchman**

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



**Juggler**

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



**Cannibal**

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



**Ravenkeeper**

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



**Tea Lady**

If both your alive neighbors are good, they can't die.

OUTSIDERS



**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 Townfolk character, but you are not.



**Klutz**

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



**Zealot**

If 5 or more players are alive, you must vote for every nomination.

MINIONS



**Spy**

Each night, you see the Grimoire. You might register as good & as a Townfolk or Outsider, even if dead.



**Assassin**

Once per game, at night\*, choose a player: they die, even if for some reason they could not.



**Mastermind**

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



**Xaan**

On night X, all Townfolk are poisoned until dusk. [X Outsiders]



**Yaggababble**

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



**Vigormortis**

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townfolk neighbor. [-1 Outsider]



**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.

DEMONS

\*Not the first night

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Xaan</b>	Add the <b>NIGHT</b> reminder token that matches the current night. ☉ On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire. ☉ Remove it the following dusk.
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ☉☉☉
	<b>Monk</b>	The Monk chooses a player. ☉
	<b>Fang Gu</b>	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☉
	<b>Vigormortis</b>	The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉
	<b>Al-Hadikhia</b>	The Al-Hadikhia points at three players: Mark these players with the <b>1</b> , <b>2</b> , & <b>3</b> reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked <b>1</b> & 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 <b>2</b> & <b>3</b> . 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.
	<b>Yaggababble</b>	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player. ☉
	<b>Assassin</b>	The Assassin might choose a player. ☉☉
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Juggler</b>	Give a finger signal.
	<b>Balloonist</b>	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. ☉
	<b>Village Idiot</b>	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.
	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ☉
	<b>Nightwatchman</b>	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☉
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.