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

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

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

Flowergirl
Each night*, you learn
if a Demon voted today.

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

Empath
Each night, you learn how many
of your 2 alive neighbours are evil.

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

Acrobat
Each night*, choose a player:
if they are drunk or poisoned,
you die.

Sailor
Each night, choose an alive player:
either you or they are drunk until dusk.
You can't die.

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

Soldier
You are safe
from the Demon.

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

Mayor
If only 3 players live & no execution occurs,
your team wins.
If you die at night, another player might die instead.

Lunatic
You think you are a Demon, but you are not.
The Demon knows who you are
& who you choose at night.

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

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

Damsel
All Minions know you are in play.
If a Minion publicly guesses you (once),
your team loses.

Devil's Advocate
Each night, choose a living player
(different to last night):
if executed tomorrow, they don't die.

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

Marionette
You think you are a good character but you are not.
The Demon knows who you are.
[You neighbor the Demon]

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

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

No Dashii
Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.

Zombuul
Each night*, if no-one died today,
choose a player: they die.
The 1st time you die, you live but register as dead.

Legion
Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. [Most players are Legion]

*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.

Lunatic — If there are 7 or more players, wake the Lunatic:
Show the **THESE ARE YOUR MINIONS** token. Point to any players.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
Put the Lunatic to sleep. Wake the Demon.
Show the **YOU ARE** info token and the Demon token.
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

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.

Sailor — The Sailor chooses a living player. ◉

Marionette — Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.

Devil's Advocate — The Devil's Advocate chooses a living player. ◉

Damsel — Wake each Minion. Show the Damsel token.

Washerwoman — Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

Empath — Give a finger signal.

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

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

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.

Spy — Show the Grimoire to the Spy for as long as they need.

Dawn — Wait a few seconds. Call for eyes open.

Dusk — Check that all eyes are closed. Some Travellers & Fabled act.

Sailor — The Sailor chooses a living player. ◎

Acrobat — The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

Monk — The Monk chooses a player. ◎

Devil's Advocate — The Devil's Advocate chooses a living player. ◎

Lunatic — Do whatever needs to be done to simulate the Demon acting.
Put the Lunatic to sleep. Wake the Demon.
Show the Lunatic token &point to them, then their target(s).

Legion — You may decide a player that dies. (Once per living Legion) ◎

Zombuul — If no one died today, the Zombuul chooses a player. ◎

No Dashii — The No Dashii chooses a player. ◎

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

Banshee — If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎
Publicly announce that the Banshee died.

Damsel — TBD

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

Empath — Give a finger signal.

Undertaker — If a player was executed today, show their character token.

Flowergirl — Either nod or shake your head.

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.

Spy — Show the Grimoire to the Spy for as long as they need.

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