Steward
You start knowing
1 good player.

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

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]

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

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

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

Ogre
On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.

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

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

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

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.

Dreamer
Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.

Exorcist
Each night*, choose a player (different to last night):
the Demon, if chosen, learns who you are
then doesn't wake tonight.

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

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

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

Pacifist
Executed good players
might not die.

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.

Boffin
The Demon (even if drunk or poisoned)
has a not-in-play good character's ability.
You both know which.

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

Fang Gu
Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]

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. |

Boffin — Wake the Boffin and the Demon.
Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon character token.

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.

Xaan — Add the **NIGHT** reminder token that matches the current night. ◎
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.

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

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

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

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

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. ◎

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

Chambermaid — The Chambermaid chooses 2 living players. Give a finger signal.

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