

TOWNSFOLK


Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)


Town Crier

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


Acrobat

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


Village Idiot

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


Savant

Each day, you may visit the Storyteller to learn two things in private:
1 is true & 1 is false.


Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.


Fisherman

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


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.


Sage

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


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.


Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDERS


Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.


Plague Doctor

If you die, the Storyteller gains a Minion ability.


Snitch

Each Minion gets 3 bluffs.


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.

MINIONS


Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.


Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.


Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.


Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS


Shabaloth

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


Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.


Legion

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


Lord Of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

*Not the first night



Dusk

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



Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
Show each of these players a unique Minion token, and give a thumbs down.
Replace these players' good character tokens with these Minion tokens and put these players to sleep.
Then, do the Minion Info and Demon Info steps as normal.



Minion Info

If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.



Snitch

Repeat the following process for each Minion:
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



Courtier

The Courtier might choose a character. ☹☹



Evil Twin

Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.



Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Mezepheles

Show a single word on a piece of paper, phone, or other device.



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Butler

The Butler chooses a player. ☹



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.



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Cannibal

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.



Courtier

The Courtier might choose a character. ☉☉



Acrobat

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



Harpy

The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Mezephales

If a player is marked with the **TURNS EVIL** reminder:
Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
Turn their character token upside down. (This shows they are now evil.)
Mark the Mezephales with the **NO ABILITY** reminder. ☉



Legion

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



Shabaloth

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉



Vortex

The Vortex chooses a player. ☉



Lord Of Typhon

The Lord of Typhon chooses a player. ☉



Plague Doctor

If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



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.



Town Crier

Either nod or shake your head.



Juggler

Give a finger signal.



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.



Butler

The Butler chooses a player. ☉



Dawn

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