

TOWNSFOLK



Steward
You start knowing
1 good player.



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



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



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



Shugenja
You start knowing if your closest evil player
is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.



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



Preacher
Each night, choose a player:
a Minion, if chosen, learns this.
All chosen Minions have no ability.



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



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



Philosopher
Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.



Slayer
Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.



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



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

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.



Heretic
Whoever wins, loses & whoever loses, wins,
even if you are dead.



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



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



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



Cerenovus
Each night, choose a player & a good character:
they are "mad" they are this character tomorrow,
or might be executed.



Witch
Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.



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

DEMONS



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



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



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



Riot
On day 3, Minions become Riot
& nominees die but nominate an alive player immediately.
This must happen.

*Not the first night

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their 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.
	Sailor	The Sailor chooses a living player. ☉
	Preacher	The Preacher chooses a player. If they choose a Minion: Put a PREACHED reminder token next to that Minion. Wake the chosen Minion. Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.
	Courtier	The Courtier might choose a character. ☉☉
	Devil's Advocate	The Devil's Advocate chooses a living player. ☉
	Witch	The Witch chooses a player. ☉
	Cerenovus	The Cerenovus chooses a player & a character. ☉ Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
	Pukka	The Pukka chooses a player. ☉
	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Grandmother	Point to the grandchild player & show their character token.
	Steward	Point to the player marked KNOW . ☉
	Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
	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.
	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ☉
	Sailor	The Sailor chooses a living player. ☉
	Preacher	The Preacher chooses a player. If they choose a Minion: Put a PREACHED reminder token next to that Minion. Wake the chosen Minion. Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.
	Courtier	The Courtier might choose a character. ☉☉
	Devil's Advocate	The Devil's Advocate chooses a living player. ☉
	Witch	The Witch chooses a player. ☉
	Cerenovus	The Cerenovus chooses a player & a character. ☉ Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
	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).
	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. ☉
	Fang Gu	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 YOU ARE and Fang Gu tokens & give a thumbs-down. ☉
	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.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☉
	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 & immediately say who died.