

**Knight**

You start knowing 2 players that are not the Demon.

**Noble**

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

**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 Townsfolk is evil]

**Innkeeper**

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

**Dreamer**

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

**Fortune Teller**

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

**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.

**Witch**

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

**Pit-Hag**

Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

**Yaggababble**

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

**Lil' Monsta**

Each night, Minions choose who babysits Lil' Monsta & is the Demon. Each night\*, a player might die. [+1 Minion]

**Cult Leader**

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.

**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.

**Choirboy**

If the Demon kills the King, you learn which player is the Demon. [+ the King]

**Tea Lady**

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

**Fool**

The first time you die, you don't.

**Klutz**

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

**Saint**

If you die by execution, your team loses.

**Goblin**

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

**Boomdandy**

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.

**Zombuul**

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

**Fang Gu**

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

# FIRST NIGHT

|  |                       |  |
|--|-----------------------|--|
|  | <b>Dusk</b>           | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | <b>Yaggababble</b>    | Write a phrase down so that the Yaggababble can read it.<br>Show the Yaggababble the phrase.   |
|  | <b>Minion Info</b>    | If there are 7 or more players, wake all Minions:<br>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.  |
|  | <b>Lunatic</b>        | If there are 7 or more players, wake the Lunatic:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the <b>YOU ARE</b> info token and the Demon token.<br>Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic. |
|  | <b>Demon Info</b>     | If there are 7 or more players, wake the Demon:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.  |
|  | <b>Lil' Monsta</b>    | Instead of the normal Minion Info and Demon Info steps, do the following:<br>Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player:<br>Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token.<br>Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☺                             |
|  | <b>Witch</b>          | The Witch chooses a player. ☺  |
|  | <b>Investigator</b>   | Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.   |
|  | <b>Fortune Teller</b> | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).   |
|  | <b>Dreamer</b>        | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.   |
|  | <b>Knight</b>         | Point to the two players marked <b>KNOW</b> . ☺☺   |
|  | <b>Noble</b>          | Point to all three players marked <b>KNOW</b> .  |
|  | <b>Bounty Hunter</b>  | Wake any player with a Townsfolk character:<br>Show them the <b>YOU ARE</b> token, & a thumbs down. Put them back to sleep.<br>Turn their token upside-down. (This shows they are evil.)<br>Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player. ☺  |
|  | <b>Cult Leader</b>    | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br>Wake the Cult Leader, show them the <b>YOU ARE</b> token, & either a thumbs down (if evil) or thumbs up (if good).<br>Put the Cult Leader back to sleep.<br>Turn the Cult Leader token upside-down. (This shows their alignment.)   |
|  | <b>Ogre</b>           | The Ogre points to a player:<br>If the player is evil, flip the Ogre's token upside down.  |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open.  |

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|  | <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>Innkeeper</b>      | The Innkeeper chooses 2 players.   |
|  | <b>Witch</b>          | The Witch chooses a player.  |
|  | <b>Pit-Hag</b>        | The Pit-Hag chooses a player & a character. If they chose a character that is not in play:<br>Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.  |
|  | <b>Lunatic</b>        | Do whatever needs to be done to simulate the Demon acting.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the Lunatic token & point to them, then their target(s).   |
|  | <b>Zombuul</b>        | If no one died today, the Zombuul chooses a player.  |
|  | <b>Fang Gu</b>        | The Fang Gu chooses a player.  If they chose an Outsider (once only):<br>Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.<br>Show the <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down.   |
|  | <b>Lil' Monsta</b>    | The minions pick a player. Put them back to sleep, and then:<br>Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token.<br>Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them.<br>Place the <b>DEAD</b> token beside any living player.                                |
|  | <b>Yaggababble</b>    | For each time the Yaggababble publicly said their phrase:<br>You may place a <b>DEAD</b> token next to a living player.  |
|  | <b>Choirboy</b>       | If the Demon killed the King, wake the Choirboy. Point to the Demon player.  |
|  | <b>Fortune Teller</b> | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).   |
|  | <b>Dreamer</b>        | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.   |
|  | <b>Juggler</b>        | Give a finger signal.  |
|  | <b>Bounty Hunter</b>  | If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.<br>Move the <b>SEEN</b> token to the shown player.  |
|  | <b>Cult Leader</b>    | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br>Wake the Cult Leader, show them the <b>YOU ARE</b> token, & either a thumbs down (if evil) or thumbs up (if good).<br>Put the Cult Leader back to sleep.<br>Turn the Cult Leader token upside-down. (This shows their alignment.) |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open & immediately say who died.   |