

**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.

**Clockmaker**

You start knowing how many steps  
from the Demon to its nearest Minion.

**Librarian**

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

**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.

**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.

**Exorcist**

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

**Nightwatchman**

Once per game, at night, choose a player:  
they learn you are the Nightwatchman.

**Courtier**

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

**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.

**Tea Lady**

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

**Ogre**

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

**Drunk**

You do not know you are the Drunk.  
You think you are a Townsfolk character,  
but you are not.

**Moonchild**

When you learn that you died,  
publicly choose 1 alive player.  
Tonight, if it was a good player, they die.

**Zealot**

If 5 or more players are alive,  
you must vote for every nomination.

**Poisoner**

Each night, choose a player:  
they are poisoned tonight and tomorrow day.

**Assassin**

Once per game, at night\*, choose a player:  
they die, even if for some reason they could not.

**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.

**Xaan**

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

**Kazali**

Each night\*, choose a player: they die.  
**[You choose which players are which Minions.  
-? to +? Outsiders]**

**Po**

Each night\*, you may choose a player: they die.  
If your last choice was no-one,  
choose 3 players tonight.

**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]**

\*Not the  
first night





## Dusk

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



## Kazali

The Kazali points at a player and a Minion on the character sheet.  
Replace their old character token with the Minion token. Wake the player.  
Show them the **You Are** info token then the Minion character token, and give a thumbs down.  
Repeat until the normal number of Minions exist.  
Put the Kazali to sleep.



## Minion Info

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



## 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.



## Poisoner

The Poisoner chooses a player. ☉



## Courtier

The Courtier might choose a character. ☉☉



## 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.



## Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



## Clockmaker

Give a finger signal.



## Noble

Point to all 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. ☉



## Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉



## 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.



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.



Poisoner

The Poisoner chooses a player. ☉



Courtier

The Courtier might choose a character. ☉☉



Exorcist

The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon:  
Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.



Zombuul

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



Po

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉(\*)



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. ☉



Kazali

The Kazali chooses a player. ☉



Assassin

The Assassin might choose a player. ☉☉



Sage

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



Moonchild

If the Moonchild is due to kill a good player, they die. ☉



Fortune Teller

The Fortune Teller chooses 2 players. Note if either is the Demon (or the **RED HERRING**).



Undertaker

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



Juggler

Give a finger signal.



Bounty Hunter

If the player with the **SEEN** token died today or tonight, point to an evil player.  
Move the **SEEN** token to the shown player. ☉



Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉



Dawn

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