

**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.

**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.

**Balloonist**

Each night, you learn a player of a different character type than last night. **[+0 or +1 Outsider]**

**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.

**Courtier**

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

**Huntsman**

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. **[+the Damsel]**

**Juggler**

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

**Farmer**

If you die at night, an alive good player becomes a Farmer.

**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.

**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

**Politician**

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

**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.

**Goblin**

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

**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]**

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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Kazali | <p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the You Are info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p> |
| | Minion Info | <p>If there are 7 or more players, wake all Minions:</p> <p>Show the THIS IS THE DEMON token. Point to the Demon.</p> |
| | Demon Info | <p>If there are 7 or more players, wake the Demon:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to all Minions.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p> |
| | Xaan | <p>Add the NIGHT reminder token that matches the current night. ⚡</p> <p>On the night that equals the number of Outsiders in play when the game began:</p> <p>Add the X reminder to the Grimoire. ⚡ Remove it the following dusk.</p> |
| | Poisoner | The Poisoner chooses a player. ⚡ |
| | Courtier | The Courtier might choose a character. ⚡⚡ |
| | Huntsman | <p>If the Huntsman points to a player:</p> <p>Put them to sleep. Mark them with the NO ABILITY token. ⚡</p> <p>If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token.</p> <p>Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.</p> |
| | 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. |
| | Balloonist | <p>Point to a player (alive or dead).</p> <p>Place the SEEN token next to the shown player. ⚡</p> |
| | Bounty Hunter | <p>Wake any player with a Townsfolk character:</p> <p>Show them the YOU ARE token, & a thumbs down. Put them back to sleep.</p> <p>Turn their token upside-down. (This shows they are evil.)</p> <p>Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. ⚡</p> |
| | Ogre | <p>The Ogre points to a player:</p> <p>If the player is evil, flip the Ogre's token upside down.</p> |
| | Dawn | Wait a few seconds. Call for eyes open. |

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| | | 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. |
| | Huntsman | If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token. |
| | Farmer | If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token. |
| | Fortune Teller | The Fortune Teller chooses 2 players. Nod 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. |
| | Balloonist | Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. |
| | 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. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |