

TOWNSFOLK



Shugenja

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



Bounty Hunter 

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. **[1 Townfolk is evil]**



Town Crier

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



Undertaker

Each night*, you learn which character died by execution today.



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.



Exorcist

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



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



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 Townfolk. **[+the Damsel]**



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.

OUTSIDERS



Lunatic

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



Mutant

If you are "mad" about being an Outsider, you might be executed.



Politician

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



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



Cerenovus

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



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Assassin

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



Xaan

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

DEMONS



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. |
|  | 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. |
|  | Courtier | The Courtier might choose a character. ☉☉ |
|  | 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). |
|  | 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 fi 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. ☉☉ |
|  | Gossip | If the Gossip is due to kill a player, they die. ☉ |
|  | 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. |
|  | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
|  | Town Crier | Either nod or shake your head. |
|  | 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. |