



### 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 Townsfolk 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 Townsfolk.  
**[+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.



### Lunatic

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



### Politician

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



### Damsel

All Minions know you are in play.  
If a Minion publicly guesses you (once),  
your team loses.



### 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.



### 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 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.



### Vigormortis

Each night\*, choose a player: they die.  
Minions you kill keep their ability & poison 1  
Townsfolk neighbor. **[-1 Outsider]**



**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.

**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.

**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.

**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.

**Damsel**

Wake each Minion. Show the Damsel token.

**Fortune Teller**

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

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**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.

**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. ☹

**Dawn**

Wait a few seconds. Call for eyes open.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Xaan	Add the <b>NIGHT</b> reminder token that matches the current night. ☉ On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> 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 <b>THIS CHARACTER SELECTED YOU</b> 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 <b>THIS CHARACTER SELECTED YOU</b> & 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 ☉☉*
	Vigormortis	The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉
	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 <b>NO ABILITY</b> token. ☉ If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> 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.
	Damsel	TBD
	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> 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 <b>RED HERRING</b> ).
	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 <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ☉
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.