

TOWNSFOLK



Steward
You start knowing
1 good player.



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



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



Village Idiot
Each night, choose a player:
you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]



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.



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



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.



Minstrel
When a Minion dies by execution, all other players
(except Travellers) are drunk until dusk tomorrow.



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.



Pacifist
Executed good players
might not die.

OUTSIDERS



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



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



Sweetheart
When you die,
1 player is drunk from now on.



Heretic 
Whoever wins, loses & whoever loses, wins,
even if you are dead.

MINIONS



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



Baron
There are extra Outsiders in play.
[+2 Outsiders]



Scarlet Woman
If there are 5 or more players alive
& the Demon dies, you become the Demon.
(Travellers don't count)



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

DEMONS



Shabaloth
Each night*, choose 2 players: they die.
A dead player you chose last night might be
regurgitated.



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



Pukka
Each night, choose a player: they are poisoned.
The previously poisoned player dies then becomes
healthy.



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

*Not the
first night

**Dusk**

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

**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.

**Lil' Monsta**

Instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹

**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. ☹

**Pukka**

The Pukka chooses a player. ☹

**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.

**Steward**

Point to the player marked **KNOW**. ☹

**Noble**

Point to all three players marked **KNOW**.

**Village Idiot**

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

**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.



Dusk

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



Cannibal

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.



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. ☉



Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Pukka

The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉



Shabaloth

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉



Vigormortis

The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉



Lil' Monsta

The minions pick a player. Put them back to sleep, and then:
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☉
Place the **DEAD** token beside any living player. ☉

Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉



Sage

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



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.



Juggler

Give a finger signal.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

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.