

TOWNSFOLK

**Chef**

You start knowing how many pairs of evil players there are.

**Noble**

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

**Washerwoman**

You start knowing that 1 of 2 players is a particular Townsfolk.

**Flowergirl**

Each night*, you learn if a Demon voted today.

**Empath**

Each night, you learn how many of your 2 alive neighbours are evil.

**Innkeeper**

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

**Chambermaid**

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

**Dreamer**

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

**Alsaahir**

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

**Fisherman**

Once per game, during the day, visit the Storyteller for some advice to help your team win.

**Amnesiac**

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

**Choirboy**

If the Demon kills the King, you learn which player is the Demon. [+ the King]

**Virgin**

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDERS

**Lunatic**

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

**Klutz**

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

**Sweetheart**

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

**Mutant**

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

MINIONS

**Spy**

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

**Goblin**

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

**Witch**

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

**Organ Grinder**

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMONS

**Imp**

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

**Zombuul**

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

**Shabaloth**

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

**Al-Hadikhia**

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

*Not the first night



Dusk

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



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



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.



Organ Grinder

The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ☹️
If they shake their head, remove their **DRUNK** reminder.



Witch

The Witch chooses a player. ☹️



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Chef

Give a finger signal.



Empath

Give a finger signal.



Dreamer

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



Noble

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



Spy

Show the Grimoire to the Spy for as long as they need.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Amnesiac**

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information

**Innkeeper**

The Innkeeper chooses 2 players. ☺☺☺

**Organ Grinder**The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ☺
If they shake their head, remove their **DRUNK** reminder.**Witch**

The Witch chooses a player. ☺

**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).**Imp**The Imp chooses a player. ☺ If the Imp chose themselves:
Replace 1 alive Minion token with a spare Imp token.
Put the old Imp to sleep. Wake the new Imp.
Show the **YOU ARE** token, then show the Imp token.**Zombuul**

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

**Shabaloth**

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

**Al-Hadikhia**The Al-Hadikhia points at three players:
Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
If all three are alive (none have a shroud), add a shroud to all three.**Sweetheart**

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

**Choirboy**

If the Demon killed the King, wake the Choirboy. Point to the Demon player.

**Empath**

Give a finger signal.

**Dreamer**

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

**Flowergirl**

Either nod or shake your head.

**Spy**

Show the Grimoire to the Spy for as long as they need.

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

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