

TOWNSFOLK



Steward
You start knowing
1 good player.



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



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.



Librarian
You start knowing that 1 of 2 players
is a particular Outsider. (Or that zero are in play.)



Gambler
Each night*, choose a player & guess their character:
if you guess wrong, you die.



Monk
Each night*, choose a player (not yourself):
they are safe from the Demon tonight.



Sailor
Each night, choose an alive player:
either you or they are drunk until dusk.
You can't die.



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



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



Cult Leader
Each night, you become the alignment of an alive neighbor.
If all good players choose to join your cult, your team wins.



Sage
If the Demon kills you,
you learn that it is 1 of 2 players.



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

OUTSIDERS



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



Zealot
If 5 or more players are alive,
you must vote for every nomination.



Barber
If you died today or tonight, the Demon may choose
2 players (not another Demon) to swap characters.



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



Mezepheles
You start knowing a secret word.
The 1st good player to say this word
becomes evil that night.



Mastermind 
If the Demon dies by execution (ending the game),
play for 1 more day.
If a player is then executed, their team loses.



Evil Twin
You & an opposing player know each other.
If the good player is executed, evil wins.
Good can't win if you both live.



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

DEMONS



Yaggababble
You start knowing a secret phrase.
For each time you said it publicly today,
a player might die.



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.



Vortex
Each night*, choose a player: they die.
Townsfolk abilities yield false info.
Each day, if no-one is executed, evil wins.



Riot  
On day 3, Minions become Riot
& nominees die but nominate an alive player immediately.
This must happen.

*Not the
first night



Dusk

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



Yaggababble

Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.

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.

Sailor

The Sailor chooses a living player. ☹



Evil Twin

Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.

Mezephales

Show a single word on a piece of paper, phone, or other device.



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Clockmaker

Give a finger signal.



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.

Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)

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.

**Sailor**

The Sailor chooses a living player. ☹

**Gambler**

The Gambler chooses a player & a character. ☹

**Monk**

The Monk chooses a player. ☹

**Mezepheles**

If a player is marked with the **URNS EVIL** reminder:
 Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
 Turn their character token upside down. (This shows they are now evil.)
 Mark the Mezepheles with the **NO ABILITY** reminder. ☹

**Vortex**

The Vortex chooses a player. ☹

**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.

**Yaggababble**

For each time the Yaggababble publicly said their phrase:
 You may place a **DEAD** token next to a living player. ☹

**Barber**

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens
 If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

**Sage**

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

**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.

**Cult Leader**

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
 Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
 Put the Cult Leader back to sleep.
 Turn the Cult Leader token upside-down. (This shows their alignment.)

**Chambermaid**

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

**Dawn**

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