

TOWNSFOLK



Steward
You start knowing
1 good player.



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



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



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



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



Balloonist
Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]



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]



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



Philosopher
Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.



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



Farmer
If you die at night,
an alive good player becomes a Farmer.



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

OUTSIDERS



Plague Doctor 🐛
If you die,
the Storyteller gains a Minion ability.



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



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



Godfather
You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]



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



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



Wizard
Once per game, choose to make a wish.
If granted, it might have a price &
leave a clue as to its nature.



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

DEMONS



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



Lord Of Typhon
Each night*, choose a player: they die.
[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]



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



Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



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. ☹



Poisoner

The Poisoner chooses a player. ☹



Wizard

Run the Wizard's ability, if applicable.



Godfather

Show the character tokens of all in-play Outsiders.



Witch

The Witch chooses a player. ☹



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**. ☹



Balloonist

Point to a player (alive or dead). Place the SEEN token next to the shown player. ☹



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.



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
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ☺
	Sailor	The Sailor chooses a living player. ☺
	Poisoner	The Poisoner chooses a player. ☺
	Innkeeper	The Innkeeper chooses 2 players. ☺☺☺
	Wizard	Run the Wizard's ability, if applicable.
	Witch	The Witch chooses a player. ☺
	Zombuul	If no one died today, the Zombuul chooses a player. ☺
	Lord Of Typhon	The Lord of Typhon 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.
	Godfather	If an Outsider died today, the Godfather chooses a 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.
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
	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.
	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.
	Flowergirl	Either nod or shake your head.
	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☺
	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.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.