

**Knight**

You start knowing 2 players that are not the Demon.

**Town Crier**

Each night\*, you learn if a Minion nominated today.

**Balloonist**

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

**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.

**Gossip**

Each day, you may make a public statement. Tonight, if it was true, a player dies.

**Savant**

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.

**Professor**

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.

**Huntsman**

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. **[+the Damsel]**

**Juggler**

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

**Minstrel**

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

**Poppy Grower**

Minions & Demons do not know each other. If you die, they learn who each other are that night.

**Pacifist**

Executed good players might not die.

**Goon**

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

**Recluse**

You might register as evil & as a Minion or Demon, even if dead.

**Saint**

If you die by execution, your team loses.

**Zealot**

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

**Spy**

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

**Fearmonger**

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.

**Mastermind**

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

**Baron**

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

**Lil' Monsta**

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

**Vortex**

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

**Legion**

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. **[Most players are Legion]**

**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.



## Poppy Grower

Wake the Demon.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.  
Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.



## 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. ☹



## Fearmonger

The Fearmonger picks a player:  
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



## 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.



## Dreamer

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



## Knight

Point to the two players 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.



## Spy

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



## Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Poppy Grower**If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.**Fearmonger**The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."**Legion**

You may decide a player that dies. (Once per living Legion) ☹

**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, &amp; add a shroud for players that choose die.

If all three are alive (none have a shroud), add a shroud to all three.

**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. ☹**Gossip**

If the Gossip is due to kill a player, they die. ☹

**Professor**

The Professor might choose a dead player. ☹☹

**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.

**Dreamer**

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

**Town Crier**

Either nod or shake your head.

**Juggler**

Give a finger signal.

**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.

**Spy**

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

**Dawn**

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