

**Grandmother**

You start knowing a good player & their character.  
If the Demon kills them, you die too.

**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.

**Gambler**

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

**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.

**Exorcist**

Each night\*, choose a player (different to last night):  
the Demon, if chosen, learns who you are  
then doesn't wake tonight.

**Courtier**

Once per game, at night, choose a character:  
they are drunk for 3 nights & 3 days.

**Professor**

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

**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.

**Fool**

The first time you die,  
you don't.

**Pacifist**

Executed good players  
might not die.

**Ogre**

On your 1st night, choose a player (not yourself):  
you become their alignment (you don't know which)  
even if drunk or poisoned.

**Lunatic**

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

**Moonchild**

When you learn that you died,  
publicly choose 1 alive player.  
Tonight, if it was a good player, they die.

**Mutant**

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

**Psychopath**

Each day, before nominations,  
you may publicly choose a player: they die.  
If executed, you only die if you lose roshambo.

**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.

**Vizier**

All players know who you are.  
You can not die during the day.  
If good voted, you may choose to execute immediately.

**Xaan**

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

**Shabaloth**

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

**Po**

Each night\*, you may choose a player: they die.  
If your last choice was no-one,  
choose 3 players tonight.

**Vigormortis**

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

**Lleech**

Each night\*, choose a player: they die.  
You start by choosing a player: they are poisoned.  
You die if & only if they are dead.





## 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.



## 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.



## Sailor

The Sailor chooses a living player. ☺



## Lleech

The Leech picks a player. Mark them with the **POISONED** token. ☹



## 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.



## Courtier

The Courtier might choose a character. ☺☺



## Evil Twin

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



## Empath

Give a finger signal.



## Grandmother

Point to the grandchild player & show their character token.



## Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



## Chambermaid

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



## Dawn

Wait a few seconds. Call for eyes open.



## Vizier

Declare that the Vizier is in play, and which player it is.



|                                                                                     |             |                                                                                                                                                                                                                                      |
|-------------------------------------------------------------------------------------|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|     | Dusk        | Check that all eyes are closed. Some Travellers & Fabled act.                                                                                                                                                                        |
|    | Sailor      | The Sailor chooses a living player. ☉                                                                                                                                                                                                |
|    | Xaan        | Add the <b>NIGHT</b> reminder token that matches the current night. ☉<br>On the night that equals the number of Outsiders in play when the game began:<br>Add the <b>X</b> reminder to the Grimoire. ☉ Remove it the following dusk. |
|    | Courtier    | The Courtier might choose a character. ☹☹                                                                                                                                                                                            |
|    | Innkeeper   | The Innkeeper chooses 2 players. ☹☹☹                                                                                                                                                                                                 |
|    | Gambler     | The Gambler chooses a player & a character. ☉                                                                                                                                                                                        |
|    | Lunatic     | Do whatever needs to be done to simulate the Demon acting.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the Lunatic token & point to them, then their target(s).                                                             |
|    | Exorcist    | The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon:<br>Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.                                |
|   | Shabaloth   | A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☹☹                                                                                                                                               |
|  | Po          | The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☹☹☹*                                                                                                                                           |
|  | Vigormortis | The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☹☹                                                                                                                                   |
|  | Lleech      | The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☉                                                                                                                                                                 |
|  | Professor   | The Professor might choose a dead player. ☹☹                                                                                                                                                                                         |
|  | Moonchild   | If the Moonchild is due to kill a good player, they die. ☉                                                                                                                                                                           |
|  | Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ☉                                                                                                                                                               |
|  | Empath      | Give a finger signal.                                                                                                                                                                                                                |
|  | Juggler     | Give a finger signal.                                                                                                                                                                                                                |
|  | Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal.                                                                                                                                                                      |
|  | Dawn        | Wait a few seconds. Call for eyes open & immediately say who died.                                                                                                                                                                   |