

**Steward**

You start knowing  
1 good player.

**Noble**

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

**Bounty Hunter**

You start knowing 1 evil player.  
If the player you know dies, you learn another  
evil player tonight. [1 Townsfolk is evil]

**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.

**Monk**

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

**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.

**Nightwatchman**

Once per game, at night, choose a player:  
they learn you are the Nightwatchman.

**Sage**

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

**Mayor**

If only 3 players live & no execution occurs,  
your team wins.  
If you die at night, another player might die instead.

**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.

**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.

**Zealot**

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

**Pit-Hag**

Each night\*, choose a player  
& a character they become (if not-in-play).  
If a Demon is made, deaths tonight are arbitrary.

**Assassin**

Once per game, at night\*, choose a player:  
they die, even if for some reason they could not.

**Boomdandy**

If you are executed, all but 3 players die.  
After a 10 to 1 countdown,  
the player with the most players pointing at them, dies.

**Xaan**

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

**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.

**Vigormortis**

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

**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]





## Dusk

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



## 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.



## 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.



## 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.



## 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**. ☹



## Noble

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



## Bounty Hunter

Wake any player with a Townsfolk character:  
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.  
Turn their token upside-down. (This shows they are evil.)  
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



## Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



## 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 &amp; Fabled act.



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.



Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



Monk

The Monk chooses a player. ☉



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:  
 Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



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. ☉



Lord Of Typhon

The Lord of Typhon chooses a player. ☉



Vigormortis

The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉



Assassin

The Assassin might choose a player. ☉☉



Sage

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



Moonchild

If the Moonchild is due to kill a good player, they die. ☉



Undertaker

If a player was executed today, show their character token.



Dreamer

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



Bounty Hunter

If the player with the **SEEN** token died today or tonight, point to an evil player.  
 Move the **SEEN** token to the shown player. ☉



Nightwatchman

If the Nightwatchman points at a player:  
 Put the Nightwatchman to sleep.  
 Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
 Point to the Nightwatchman player. Put the chosen player back to sleep.  
 Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉



Chambermaid

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



Dawn

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