

TOWNSFOLK



Noble

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



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Grandmother

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



Flowergirl

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



Undertaker

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



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Monk

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



Acrobat

Each night*, choose a player: if they are drunk or poisoned, you die.



Sailor

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



Village Idiot

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



Soldier

You are safe from the Demon.



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Mayor

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

OUTSIDERS



Lunatic

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



Klutz

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



Mutant

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



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINIONS



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Spy

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



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]



Baron

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



Yaggababble

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Zombuul

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



Legion

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

DEMONS

*Not the first night

**Dusk**

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

**Sailor**

The Sailor chooses a living player. ☹

**Acrobat**The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☹**Monk**

The Monk chooses a player. ☹

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☹

**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).**Legion**

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

**Zombuul**

If no one died today, the Zombuul chooses a player. ☹

**No Dashii**

The No Dashii chooses a player. ☹

**Yaggababble**For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ☹**Banshee**If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹
Publicly announce that the Banshee died.**Damsel**

TBD

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☹

**Empath**

Give a finger signal.

**Undertaker**

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

**Flowergirl**

Either nod or shake your head.

**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 & immediately say who died.