

**Grandmother**

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

**Shugenja**

You start knowing if your closest evil player
is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.

**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.

**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]

**Snake Charmer**

Each night, choose an alive player:
a chosen Demon swaps characters & alignments
with you & is then poisoned.

**Fortune Teller**

Each night, choose 2 players:
you learn if either is a Demon.
There is a good player that registers as a Demon to you.

**Nightwatchman**

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

**Huntsman**

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

**Slayer**

Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.

**Ravenkeeper**

If you die at night,
you are woken to choose a player:
you learn their character.

**Goon**

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

**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.

**Widow**

On your 1st night, look at the Grimoire
& choose a player: they are poisoned.
1 good player knows a Widow is in play.

**Scarlet Woman**

If there are 5 or more players alive
& the Demon dies, you become the Demon.
(Travellers don't count)

**Boffin**

The Demon (even if drunk or poisoned)
has a not-in-play good character's ability.
You both know which.

**Xaan**

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

**Yaggababble**

You start knowing each other. For the first time, you can publicly identify a demon.

**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]**

**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.



Dusk

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



Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon character token.



Yaggababble

Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.



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. ☹



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.



Widow

Show the Grimoire for as long as the Widow needs.

The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.

Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:

Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.

Put the old Snake Charmer to sleep. Wake the old Demon.

Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☹



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.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Grandmother

Point to the grandchild player & show their character token.



Balloonist

Point to a player (alive or dead).

Place the **SEEN** token next to the shown player. ☹



Shugenja

Point your finger horizontally in the direction of the closest evil player.

If the two closest evil players are equidistant, point your finger horizontally in either direction.



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. ☹



Ogre

The Ogre points to a player:

If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Sailor

The Sailor chooses a living player. ☉



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. ☉☉☉



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:
 Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
 Put the old Snake Charmer to sleep. Wake the old Demon.
 Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☉



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon 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).



Zombuul

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



Vigormortis

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



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-l 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.



Yaggababble

For each time the Yaggababble publicly said their phrase:
 You may place a **DEAD** token next to a living 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.



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. ☉



Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Undertaker

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



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. ☉



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. ☉



Dawn

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