

**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 Lleech 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 **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. ☹☹



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.
Put the Lunatic to sleep. Wake the Demon.
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:
Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & 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 **DEAD** 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.