

TOWNSFOLK



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



Town Crier
Each night, you learn if a Minion committed today.



Oracle
Each night, you learn how many dead players are out.



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



Sleuth
Each night, choose an alive player other than you or they are drunk until dawn. You can't die.



Chambermaid
Each night, choose 2 alive players not yourself; you learn how many were tonight due to their ability.



Snake Charmer
Each night, choose an alive player; a chosen Demon sways characters & alignments with you & is then poisoned.



Disseminator
Each night, choose a player not yourself or Townsfolk; you learn 1 good and 1 evil character, 1 of which is correct.



Necromancer
Each day, you may visit the Dissembler to learn two things in private. 1 is true & 1 is false.



Arsonist
Once per game, during the day, privately ask the Dissembler any yes/no question.



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Blindfold
If the Demon tells you, all players learn this. From now on, you may not speak before per day and will have per conversation.



Miner
If only 3 players have & no execution occurs, your team wins.



Miner
If you die at night, another player might die instead.

OUTSIDERS



Swindler
When you die, 1 player is drunk from now on.



Killer
When you learn that you died, publicly choose 1 alive player. If they are out, your team loses.



Barber
If you died today or tonight, the Demon may choose 2 players not another (Demon) to swap characters.



Minion
If you are 'tried' about being an Outsider, you might be executed.

MINIONS



Minion
You start knowing a secret word. The 1st good player to say this word becomes out that night.



Conscience
Each night, choose a player & a good character; they are 'tried' they get this character's abilities, or might be executed.



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



Reflex
The Demon never if drunk or poisoned; has a not-in-play good character's ability. You both know which.

DEMONS



No Death
Each night, choose a player; they die. Your 2 Townsfolk neighbours are poisoned.



Poison
Each night, you may choose a player; they die. If your last choice was poison, choose 2 players tonight.



Zombie
Each night, if no one died today, choose a player; they die. The 1st time you die, you are not registered as dead.



Fang
Each night, choose a player; they die. The 1st Outsider this kills becomes an out Fang. If & you die, it's out. In 1 Outsider.

*Not the first night



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.



Minion Info

If there are 7 or more players, wake all Minions:

Show the **THIS IS THE DEMON** token. Point to the Demon.



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. ☹



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. ☹



Cerenovus

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target.

Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



Mezephales

Show a single word on a piece of paper, phone, or other device.



Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



Empath

Give a finger signal.



Dreamer

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



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. ☺



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. ☺



Cerenovus

The Cerenovus chooses a player & a character. ☺ Put the Cerenovus to sleep. Wake the target.
 Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



Mezepheles

If a player is marked with the **TURNS EVIL** reminder:
 Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
 Turn their character token upside down. (This shows they are now evil.)
 Mark the Mezepheles with the **NO ABILITY** reminder. ☺



Zombuul

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



Po

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☺ or ☺☺☺*



Fang Gu

The Fang Gu chooses a player. ☺ If they chose an Outsider (once only):
 Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
 Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☺



No Dashii

The No Dashii chooses a player. ☺



Barber

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens
 If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.



Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☺
 Publicly announce that the Banshee died.



Empath

Give a finger signal.



Dreamer

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



Town Crier

Either nod or shake your head.



Oracle

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.