

# TOWNSFOLK



## Washerwoman

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



## Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



## Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



## Bounty Hunter

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



## 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.



## 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]**



## 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.



## Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



## 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.



## Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



## 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.



## Saint

If you die by execution, your team loses.



## Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. **[-1 or +1 Outsider]**



## Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



## Spy

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



## Scarlet Woman

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



## No Dashii

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



## Kazali

Each night\*, choose a player: they die. **[You choose which players are which Minions. -? to +? Outsiders]**



## Zombuul

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



## Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. **[+1 Outsider]**

\*Not the first night

# OUTSIDERS

# MINIONS

# DEMONS



	<b>Kazali</b>	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	<b>Dusk</b>	<p>Check that all eyes are closed. Some Travellers &amp; Fabled act.</p>
	<b>Minion Info</b>	<p>If there are 7 or more players, wake all Minions:</p> <p>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.</p>
	<b>Kazali</b>	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	<b>Lunatic</b>	<p>If there are 7 or more players, wake the Lunatic:</p> <p>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players.</p> <p>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens.</p> <p>Put the Lunatic to sleep. Wake the Demon.</p> <p>Show the <b>YOU ARE</b> info token and the Demon token.</p> <p>Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic.</p>
	<b>Demon Info</b>	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.</p> <p>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.</p>
	<b>Sailor</b>	<p>The Sailor chooses a living player. ☹</p>
	<b>Poisoner</b>	<p>The Poisoner chooses a player. ☹</p>
	<b>Godfather</b>	<p>Show the character tokens of all in-play Outsiders.</p>
	<b>Spy</b>	<p>Show the Grimoire to the Spy for as long as they need.</p>
	<b>Washerwoman</b>	<p>Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.</p>
	<b>Librarian</b>	<p>Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.</p>
	<b>Clockmaker</b>	<p>Give a finger signal.</p>
	<b>Empath</b>	<p>Give a finger signal.</p>
	<b>Village Idiot</b>	<p>Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.</p> <p>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.</p>
	<b>Bounty Hunter</b>	<p>Wake any player with a Townsfolk character:</p> <p>Show them the <b>YOU ARE</b> token, &amp; a thumbs down. Put them back to sleep.</p> <p>Turn their token upside-down. (This shows they are evil.)</p> <p>Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player. ☹</p>
	<b>Nightwatchman</b>	<p>If the Nightwatchman points at a player:</p> <p>Put the Nightwatchman to sleep.</p> <p>Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token &amp; the Nightwatchman token.</p> <p>Point to the Nightwatchman player. Put the chosen player back to sleep.</p> <p>Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☹</p>
	<b>Butler</b>	<p>The Butler chooses a player. ☹</p>
	<b>Ogre</b>	<p>The Ogre points to a player:</p> <p>If the player is evil, flip the Ogre's token upside down.</p>
	<b>Dawn</b>	<p>Wait a few seconds. Call for eyes open.</p>





Dusk

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



Cannibal

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.



Sailor

The Sailor chooses a living player. ☺



Poisoner

The Poisoner chooses a player. ☺



Monk

The Monk chooses a player. ☺



Spy

Show the Grimoire to the Spy for as long as they need.



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 &amp; point to them, then their target(s).



Kazali

The Kazali chooses a player. ☺



Zombuul

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



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. ☺



Godfather

If an Outsider died today, the Godfather chooses a player. ☺



Sage

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



Empath

Give a finger signal.



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.



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. ☹

Butler

The Butler chooses a player. ☺



Dawn

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