

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Chef

You start knowing how many pairs  
of evil players there are.



## Noble

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



## Monk

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



## Dreamer

Each night, choose a player (not yourself or Travellers):  
you learn 1 good and 1 evil character,  
1 of which is correct.



## 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.



## Slayer

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



## Soldier

You are safe  
from the Demon.



## 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.



## Tea Lady

If both your alive neighbors are good,  
they can't die.



## Mayor

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



## Virgin

The 1st time you are nominated,  
if the nominator is a Townsfolk,  
they are executed immediately.



## Butler

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



## Saint

If you die by execution,  
your team loses.



## Politician

If you were the player most responsible for your team losing,  
you change alignment & win,  
even if dead.



## Heretic

Whoever wins, loses & whoever loses, wins,  
even if you are dead.



## 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.



## Mastermind

If the Demon dies by execution (ending the game),  
play for 1 more day.  
If a player is then executed, their team loses.



## No Dashii

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



## Imp

Each night\*, choose a player: they die.  
If you kill yourself this way,  
a Minion becomes the Imp.



## Kazali

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



## 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.

\*Not the  
first night

# OUTSIDERS

# MINIONS

# DEMONS





**Kazali**

The Kazali points at a player and a Minion on the character sheet.  
Replace their old character token with the Minion token. Wake the player.  
Show them the **You Are** info token then the Minion character token, and give a thumbs down.  
Repeat until the normal number of Minions exist.  
Put the Kazali to sleep.



**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.



**Kazali**

The Kazali points at a player and a Minion on the character sheet.  
Replace their old character token with the Minion token. Wake the player.  
Show them the **You Are** info token then the Minion character token, and give a thumbs down.  
Repeat until the normal number of Minions exist.  
Put the Kazali to sleep.



**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.



**Poisoner**

The Poisoner chooses a player. ☹



**Godfather**

Show the character tokens of all in-play Outsiders.



**Spy**

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



**Steward**

Point to the player marked **KNOW**. ☹



**Noble**

Point to all three players marked **KNOW**.



**Chef**

Give a finger signal.



**Dreamer**

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



**Fortune Teller**

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



**Butler**

The Butler chooses a player. ☹



**Dawn**

Wait a few seconds. Call for eyes open.





## Dusk

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



## Cannibal

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



## 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.



## Kazali

The Kazali chooses a player. ☹



## No Dashii

The No Dashii chooses a player. ☹



## Imp

The Imp chooses a player. ☹ If the Imp chose themselves:  
Replace 1 alive Minion token with a spare Imp token.  
Put the old Imp to sleep. Wake the new Imp.  
Show the **YOU ARE** token, then show the Imp token.



## 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-I 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.



## 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.



## Dreamer

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



## Fortune Teller

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



## Butler

The Butler chooses a player. ☹



## Dawn

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