

# TOWNSFOLK



## Knight

You start knowing 2 players that are not the Demon.



## Chef

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



## Investigator

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



## Empath

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



## 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]



## Dreamer

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



## 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.



## Choirboy

If the Demon kills the King, you learn which player is the Demon.  
[+ the King]



## 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.

# OUTSIDERS



## Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



## Recluse

You might register as evil & as a Minion or Demon, even if dead.



## Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



## Saint

If you die by execution, your team loses.

# MINIONS



## Godfather

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



## 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.



## Xaan

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



## 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]



## Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



## Riot

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

\*Not the first night





**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.



**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.



**Godfather**

Show the character tokens of all in-play Outsiders.



**Spy**

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



**Knight**

Point to the two players marked **KNOW**. ☉☉



**Investigator**

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



**Chef**

Give a finger signal.



**Empath**

Give a finger signal.



**Balloonist**

Point to a player (alive or dead).  
Place the **SEEN** token next to the shown player. ☉



**Dreamer**

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



**Dawn**

Wait a few seconds. Call for eyes open.



**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. ☹

**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.**Spy**

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

**Kazali**

The Kazali chooses a player. ☹

**Vigormortis**

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

**No Dashii**

The No Dashii chooses a player. ☹

**Godfather**

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

**Choirboy**

If the Demon killed the King, wake the Choirboy. Point to the Demon player.

**Empath**

Give a finger signal.

**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. ☹

**Dreamer**

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

**Dawn**

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