

TOWNSFOLK



Clockmaker

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



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Bounty Hunter

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Dreamer

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



Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



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.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townfolk. **[+the Damsel]**



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.

OUTSIDERS



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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.



Heretic

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

MINIONS



Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. **[No Demon]**



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.



Xaan

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

DEMONS



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night*, a player might die. **[+1 Minion]**



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



Dusk

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



Yaggababble

Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.



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.



Summoner

Place the **NIGHT 1** reminder. ☉
Show the Summoner 3 not-in-play characters as bluffs.



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. ☉



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☉



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.



Widow

Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ☉ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☉



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. ☉



Evil Twin

Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.



Huntsman

If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ☉
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



Grandmother

Point to the grandchild player & show their character token.



Clockmaker

Give a finger signal.



Dreamer

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



Bounty Hunter

Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside 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. ☉



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)



Ogre

The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.



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.



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.



Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



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. ☉



Summoner

On night two, place the **NIGHT 2** reminder. ☉
 On night three, place the **NIGHT 3** reminder ☉ and wake the Summoner:
 They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
 Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
 Show the **YOU ARE** info token, then give a thumbs down.
 Replace their character token with the Demon token and put the new Demon to sleep.



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).



Shabaloth

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉



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. ☉



Lil' Monsta

The minions pick a player. Put them back to sleep, and then:
 Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
 Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☉
 Place the **DEAD** token beside any living player. ☉



Yaggababble

For each time the Yaggababble publicly said their phrase:
 You may place a **DEAD** token next to a living player. ☉



Sage

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



Huntsman

If the Huntsman points to a player:
 Put them to sleep. Mark them with the **NO ABILITY** token. ☉
 If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
 Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☉



Dreamer

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



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. ☉



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
 Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
 Put the Cult Leader back to sleep.
 Turn the Cult Leader token upside-down. (This shows their alignment.)



Dawn

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