

# 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.



## Washerwoman

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



## Acrobat

Each night\*, choose a player: if they are drunk or poisoned, you die.



## 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.



## Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



## Soldier

You are safe from the Demon.



## Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



## Choirboy

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



## Tea Lady

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



## Magician

The Demon thinks you are a Minion. Minions think you are a Demon.

# 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.



## Saint

If you die by execution, your team loses.



## Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

# MINIONS



## Poisoner

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



## Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



## Summoner

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



## 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]

# DEMONS



## Shabaloth

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



## Lord Of Typhon

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



## Leviathan

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

\*Not the first night





## Dusk

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



## Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



## Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



## Minion Info

If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.



## 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.



## 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.



## Poisoner

The Poisoner chooses a player. ☉



## Fearmonger

The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."



## Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



## Investigator

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



## 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.



## Knight

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



## 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.



## Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☉



**Dusk**

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

**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.

**Poisoner**

The Poisoner chooses a player. ☉

**Acrobat**

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☉

**Fearmonger**

The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:  
Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."

**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.

**Shabaloth**

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

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☉

**Gossip**

If the Gossip is due to kill a player, they die. ☉

**Choirboy**

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

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Dreamer**

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

**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.

**Leviathan**

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☉