

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.



**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]



**Undertaker**

Each night\*, you learn which character died by execution today.



**Empath**

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



**Innkeeper**

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



**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.



**Choirboy**

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



**Fool**

The first time you die, you don't.

OUTSIDERS



**Butler**

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



**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



**Recluse**

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



**Saint**

If you die by execution, your team loses.

MINIONS



**Assassin**

Once per game, at night\*, choose a player: they die, even if for some reason they could not.



**Mastermind**

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



**Boffin**

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



**Xaan**

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

DEMONS



**Vigormortis**

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



**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]



**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.



**Leech**

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

\*Not the first night

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Lord Of Typhon</b>	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.
	<b>Boffin</b>	Wake the Boffin and the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Lunatic</b>	If there are 7 or more players, wake the Lunatic: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the <b>YOU ARE</b> info token and the Demon token. Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Lleech</b>	The Lleech picks a player. Mark them with the <b>POISONED</b> token. ☹
	<b>Xaan</b>	Add the <b>NIGHT</b> reminder token that matches the current night. ☹ On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire. ☹ Remove it the following dusk.
	<b>Librarian</b>	Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.
	<b>Empath</b>	Give a finger signal.
	<b>Butler</b>	The Butler chooses a player. ☹
	<b>Grandmother</b>	Point to the grandchild player & show their character token.
	<b>Clockmaker</b>	Give a finger signal.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Bounty Hunter</b>	Wake any player with a Townsfolk character: Show them the <b>YOU ARE</b> 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 <b>SEEN</b> token beside the shown player. ☹
	<b>Nightwatchman</b>	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☹
	<b>Cult Leader</b>	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the <b>YOU ARE</b> 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.)
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Xaan</b>	Add the <b>NIGHT</b> reminder token that matches the current night. ☉ On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire. ☉ Remove it the following dusk.
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ☉☉☉
	<b>Lunatic</b>	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).
	<b>Lord Of Typhon</b>	The Lord of Typhon chooses a player. ☉
	<b>Vigormortis</b>	The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉
	<b>Al-Hadikhia</b>	The Al-Hadikhia points at three players: Mark these players with the <b>1</b> , <b>2</b> , & <b>3</b> reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked <b>1</b> & 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 <b>2</b> & <b>3</b> . 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.
	<b>Lleech</b>	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☉
	<b>Assassin</b>	The Assassin might choose a player. ☉☉
	<b>Choirboy</b>	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ☉
	<b>Empath</b>	Give a finger signal.
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ☉
	<b>Nightwatchman</b>	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☉
	<b>Cult Leader</b>	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the <b>YOU ARE</b> 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.)
	<b>Butler</b>	The Butler chooses a player. ☉
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.