

# TOWNSFOLK



## Noble

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



## Washerwoman

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



## 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.



## Monk

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



## Acrobat

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



## Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



## 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.



## Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



## Soldier

You are safe from the Demon.



## Ravenkeeper

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



## Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



## Mayor

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

# OUTSIDERS



## Lunatic

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



## Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



## Politician

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



## Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

# MINIONS



## Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



## Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



## Baron

There are extra Outsiders in play. [+2 Outsiders]



## Xaan

On night X, all Townsfolk 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.



## No Dashii

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



## Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



## Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

\*Not the first night



**Dusk**

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

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ☹

**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.

**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.

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☹

**Damsel**

Wake each Minion. Show the Damsel token.

**Washerwoman**

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

**Empath**

Give a finger signal.

**Fortune Teller**

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

**Noble**

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

**Village Idiot**

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

**Spy**

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

**Dawn**

Wait a few seconds. Call for eyes open.



|  |                  |  |
|--|------------------|--|
|  | Dusk             | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | Philosopher      | The Philosopher might choose a character. If necessary, swap their character token. ☹  |
|  | Xaan             | Add the <b>NIGHT</b> reminder token that matches the current night. ☹<br>On the night that equals the number of Outsiders in play when the game began:<br>Add the <b>X</b> reminder to the Grimoire. ☹ Remove it the following dusk. |
|  | Acrobat          | The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ☹   |
|  | Monk             | The Monk chooses a player. ☹   |
|  | Devil's Advocate | The Devil's Advocate chooses a living player. ☹  |
|  | Lunatic          | Do whatever needs to be done to simulate the Demon acting.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the Lunatic token & point to them, then their target(s).   |
|  | Legion           | You may decide a player that dies. (Once per living Legion) ☹  |
|  | Zombuul          | If no one died today, the Zombuul chooses a player. ☹  |
|  | No Dashii        | The No Dashii chooses a player. ☹  |
|  | Yaggababble      | For each time the Yaggababble publicly said their phrase:<br>You may place a <b>DEAD</b> token next to a living player. ☹  |
|  | Banshee          | If the demon killed the Banshee tonight, place the <b>HAS ABILITY</b> token. ☹<br>Publicly announce that the Banshee died.   |
|  | Damsel           | TBD  |
|  | Ravenkeeper      | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.   |
|  | Empath           | Give a finger signal.  |
|  | Fortune Teller   | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).   |
|  | Undertaker       | If a player was executed today, show their character token.  |
|  | Village Idiot    | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.<br>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.  |
|  | Spy              | Show the Grimoire to the Spy for as long as they need.   |
|  | Dawn             | Wait a few seconds. Call for eyes open & immediately say who died.   |