

# TOWNSFOLK



## Knight

You start knowing 2 players that are not the Demon.



## 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.



## Monk

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



## Dreamer

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



## 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.



## 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.



## Farmer

If you die at night, an alive good player becomes a Farmer.



## Sage

If the Demon kills you, you learn that it is 1 of 2 players.



## Tea Lady

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



## Mayor

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



## Butler

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



## Saint

If you die by execution, your team loses.



## Politician

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



## Heretic

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



## Poisoner

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



## Spy

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



## Assassin

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



## 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.



## No Dashii

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



## Imp

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



## Kazali

Each night\*, choose a player: they die. [You choose which players are which Minions. -? 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.

# OUTSIDERS

# MINIONS

# DEMONS

\*Not the first night



**Dusk**

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

**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.

**Minion Info**

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

**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.

**Poisoner**

The Poisoner chooses a player. ☹

**Evil Twin**

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

**Fortune Teller**

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

**Butler**

The Butler chooses a player. ☹

**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.

**Knight**

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

**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.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Poisoner	The Poisoner chooses a player. ☹
	Monk	The Monk chooses a player. ☹
	Imp	The Imp chooses a player. ☹ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the <b>YOU ARE</b> token, then show the Imp token.
	No Dashii	The No Dashii chooses a player. ☹
	Al-Hadikhia	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.
	Kazali	The Kazali chooses a player. ☹
	Assassin	The Assassin might choose a player. ☹☹
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☹
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Butler	The Butler chooses a player. ☹
	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.