

TOWNSFOLK



Investigator

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



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.



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.



Balloonist

Each night, you learn a player of a different character type than last night.
[+0 or +1 Outsider]



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.



Nightwatchman

Once per game, at night, choose a player: they learn you are the Nightwatchman.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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.



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.

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.



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.

MINIONS



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]



Poisoner

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Xaan

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



No Dashii

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



Shabaloth

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



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Legion

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

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.



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.



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.



Poisoner

The Poisoner chooses a player. ☺



Godfather

Show the character tokens of all in-play Outsiders.



Investigator

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



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.



Balloonist

Point to a player (alive or dead).
Place the **SEEN** token next 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. ☺



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.



Poisoner

The Poisoner chooses a player. ☺



Innkeeper

The Innkeeper chooses 2 players. ☺☺☺



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

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).



Legion

You may decide a player that dies. (Once per living Legion) ☺



Shabaloth

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



No Dashii

The No Dashii chooses a player. ☺



Kazali

The Kazali chooses a player. ☺



Godfather

If an Outsider died today, the Godfather chooses a player. ☺



Sage

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



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 **RED HERRING**).

Balloonist

Point to a player (alive or dead) with a different role type from the player with the SEEN token.
 Place the SEEN token next 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. ☺



Butler

The Butler chooses a player. ☺



Dawn

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