

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Noble

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



Investigator

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



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.



Innkeeper

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



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.



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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.

OUTSIDERS



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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.

MINIONS



Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



Mastermind

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



Baron

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



Boffin

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



Kazali

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



Vigormortis

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



Legion

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



Lleech

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

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.



Boffin

Wake the Boffin and the Demon.
Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon character token.



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.



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



Widow

Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Investigator

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



Chef

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**.



Bounty Hunter

Wake any player with a Townsfolk character:
Show them the **YOU ARE** 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 **SEEN** token beside the shown player. ☹



Ogre

The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Exorcist**

The Exorcist chooses a player. ☹ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.

**Legion**

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

**Vigormortis**

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹

**Lleech**

The Lleech chooses a player. Mark them with the **DEAD** token. ☹

**Kazali**

The Kazali chooses 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 **YOU ARE** info token and a Farmer character token, then put them to sleep.
Replace their previous character token with a Farmer character token.

**Fortune Teller**

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

**Undertaker**

If a player was executed today, show their character token.

**Bounty Hunter**

If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ☹

**Dawn**

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