

# TOWNSFOLK



## Investigator

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



## Washerwoman

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



## Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



## Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



## 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.



## 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.



## Lycanthrope

Each night\*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



## Alsaahir

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



## 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.



## Farmer

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

# OUTSIDERS



## Butler

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



## Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



## Klutz

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



## Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

# MINIONS



## 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.



## Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



## Scarlet Woman

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

# DEMONS



## Kazali

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



## Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



## Zombuul

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



## 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





## 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.



## Lleech

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



## Poisoner

The Poisoner chooses a player. ☹



## Witch

The Witch chooses a player. ☹



## Pukka

The Pukka chooses a player. ☹



## Washerwoman

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



## 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.



## Empath

Give a finger signal.



## Fortune Teller

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



## Butler

The Butler chooses a player. ☹



## Clockmaker

Give a finger signal.



## 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.



## Poisoner

The Poisoner chooses a player. ☹



## Monk

The Monk chooses a player. ☹



## Witch

The Witch chooses a player. ☹



## Scarlet Woman

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



## Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:  
Mark them with the **DEAD** reminder. ☹ Demon doesn't kill tonight.



## Zombuul

If no one died today, the Zombuul chooses a player. ☹



## Pukka

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹



## Lleech

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



## Kazali

The Kazali chooses a player. ☹



## 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.



## Empath

Give a finger signal.



## 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.



## 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.