

TOWNSFOLK


Grandmother

You start knowing a good player & their character.
If the Demon kills them, you die too.


Librarian

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


Shugenja

You start knowing if your closest evil player
is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.


Flowergirl

Each night*, you learn
if a Demon voted today.


Monk

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


Sailor

Each night, choose an alive player:
either you or they are drunk until dusk.
You can't die.


King

Each night, if the dead equal or outnumber the living,
you learn 1 alive character.
The Demon knows you are the King.


Minstrel

When a Minion dies by execution, all other players
(except Travellers) are drunk until dusk tomorrow.


Ravenkeeper

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


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.


Virgin

The 1st time you are nominated,
if the nominator is a Townsfolk,
they are executed immediately.


Magician

The Demon thinks you are a Minion.
Minions think you are a Demon.

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.


Lunatic

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


Zealot

If 5 or more players are alive,
you must vote for every nomination.


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


Summoner

You get 3 bluffs.
On the 3rd night, choose a player:
they become an evil Demon of your choice. [No Demon]


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.


Mastermind

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


Boffin

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

DEMONS


Shabaloth

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


Ojo

Each night*, choose a character: they die.
If they are not in play,
the Storyteller chooses who dies.


Kazali

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


Lord Of Typhon

Each night*, choose a player: they die.
[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]

*Not the
first night



Dusk

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



Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



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.



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



Summoner

Place the **NIGHT 1** reminder. ☺ Show the Summoner 3 not-in-play characters as bluffs.



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.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



Sailor

The Sailor chooses a living player. ☺



Evil Twin

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



Librarian

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



Grandmother

Point to the grandchild player & show their character token.



Shugenja

Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.



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.

**Sailor**

The Sailor chooses a living player. ☉

**Monk**

The Monk chooses a player. ☉

**Summoner**On night two, place the **NIGHT 2** reminder. ☉On night three, place the **NIGHT 3** reminder ☉ and wake the Summoner:

They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.

Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.Show the **YOU ARE** info token, then give a thumbs down.

Replace their character token with the Demon token and put the new Demon to sleep.

**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).

**Shabaloth**

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

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☉

**Ojo**

The Ojo points to a role. If a player has that role, they die. ☉

If the role is out of play, the Storyteller chooses any number of players that die. ☉

**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.

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☉

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Flowergirl**

Either nod or shake your head.

**King**

If the number of dead players is equal to or exceeds the number of alive players:

Wake the King. Show one alive character token. Put the King to sleep.

**Dawn**

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