

TOWNSFOLK



**Knight**

You start knowing 2 players that are not the Demon.



**Grandmother**

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



**Pixie**

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



**Town Crier**

Each night\*, you learn if a Minion nominated today.



**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.



**Balloonist**

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



**Preacher**

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



**Village Idiot**

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



**Alsaahir**

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



**Juggler**

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



**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.

OUTSIDERS



**Lunatic**

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



**Sweetheart**

When you die, 1 player is drunk from now on.



**Barber**

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



**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



**Mezpheles**

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



**Poisoner**

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



**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.



**Scarlet Woman**

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

DEMONS



**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]



**Vortex**

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



**Legion**

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

\*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.



Preacher

The Preacher chooses a player. If they choose a Minion:  
 Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
 Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



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.



Mezephales

Show a single word on a piece of paper, phone, or other device.



Pixie

Show the Townsfolk character token marked **MAD**.



Empath

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Knight

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



Balloonist

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



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
 Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



Dawn

Wait a few seconds. Call for eyes open.