

# TOWNSFOLK



## Knight

You start knowing 2 players that are not the Demon.



## 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.



## Shugenja

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



## 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.



## Lycanthrope

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



## 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.



## Ravenkeeper

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



## Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



## Virgin

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

# OUTSIDERS



## Drunk

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



## Recluse

You might register as evil & as a Minion or Demon, even if dead.



## Saint

If you die by execution, your team loses.



## Zealot

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

# MINIONS



## Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



## Scarlet Woman

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



## Baron

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



## Xaan

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

# DEMONS



## Yaggababble

You start knowing each other. For the first time, you can publicly say a name.



## 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]



## 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





**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.



**Dusk**

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



**Yaggababble**

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.



**Minion Info**

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



**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.



**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.



**Lycanthrope**

Place the **FAUX PAW** reminder ☹ next to a good 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.



**Spy**

Show the Grimoire to the Spy for as long as they need.



**Knight**

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



**Noble**

Point to all three players marked **KNOW**.



**Investigator**

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



**Chef**

Give a finger signal.



**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.



**Empath**

Give a finger signal.



**Dawn**

Wait a few seconds. Call for eyes open.



**Dusk**

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

**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.

**Spy**

Show the Grimoire to the Spy for as long as they need.

**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.

**Yaggababble**

For each time the Yaggababble publicly said their phrase:  
 You may place a **DEAD** token next to a living player. ☺

**Kazali**

The Kazali chooses a player. ☺

**Imp**

The Imp chooses a player. ☺ If the Imp chose themselves:  
 Replace 1 alive Minion token with a spare Imp token.  
 Put the old Imp to sleep. Wake the new Imp.  
 Show the **YOU ARE** token, then show the Imp token.

**Legion**

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

**Ravenkeeper**

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

**Empath**

Give a finger signal.

**Undertaker**

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

**Dawn**

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