

# TOWNSFOLK



## Steward

You start knowing 1 good player.



## Librarian

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



## Investigator

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



## Clockmaker

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



## Tea Lady

If both your alive neighbors are good, they can't die.



## Preacher

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



## Undertaker

Each night\*, you learn which character died by execution today.



## Monk

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



## 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.



## Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



## Fool

The first time you die, you don't.



## Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

# OUTSIDERS



## Butler

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



## Lunatic

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



## Recluse

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



## Heretic

Whoever wins, loses & whoever loses, wins, even if you are 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.



## Assassin

Once per game, at night\*, choose a player: they die, even if for some reason they could not.



## Mastermind

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



## Xaan

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

# DEMONS



## No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



## Zombuul

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



## Ojo

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



## 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.

**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.

**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.

**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. ☹

**Snake Charmer**

The Snake Charmer chooses a player. If they chose the Demon:  
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
Put the old Snake Charmer to sleep. Wake the old Demon.  
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☹

**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.

**Butler**

The Butler chooses a player. ☹

**Clockmaker**

Give a finger signal.

**Steward**

Point to the player marked **KNOW**. ☹

**Dawn**

Wait a few seconds. Call for eyes open.



**Dusk**

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

**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.

**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.

**Snake Charmer**

The Snake Charmer chooses a player. If they chose the Demon:  
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
Put the old Snake Charmer to sleep. Wake the old Demon.  
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺

**Monk**

The Monk chooses a player. ☺

**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).

**Legion**

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

**Zombuul**

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

**No Dashii**

The No Dashii 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. ☺

**Assassin**

The Assassin might choose a player. ☺☺

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Ravenkeeper**

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

**Undertaker**

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

**Butler**

The Butler chooses a player. ☺

**Dawn**

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