

# 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.)



## Innkeeper

Each night\*, choose 2 players:  
they can't die tonight, but 1 is drunk until dusk.



## Monk

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



## Village Idiot

Each night, choose a player:  
you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]



## Courtier

Once per game, at night, choose a character:  
they are drunk for 3 nights & 3 days.



## 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.



## Minstrel

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



## Tea Lady

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



## 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.



## Pacifist

Executed good players  
might not die.

# OUTSIDERS



## Goon

Each night, the 1st player to choose you  
with their ability is drunk until dusk.  
You become their alignment.



## Tinker

You might die  
at any time.



## Recluse

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

# MINIONS



## Godfather

You start knowing which Outsiders are in play.  
If 1 died today, choose a player tonight: they die.  
[-1 or +1 Outsider]



## Devil's Advocate

Each night, choose a living player  
(different to last night):  
if executed tomorrow, they don't die.



## Spy

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



## Baron

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



## Po

Each night\*, you may choose a player: they die.  
If your last choice was no-one,  
choose 3 players tonight.

# DEMONS

\*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.



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.



Courtier

The Courtier might choose a character. ☹☹



Godfather

Show the character tokens of all in-play Outsiders.



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Librarian

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



Grandmother

Point to the grandchild player & show their character token.



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.



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.



## Courtier

The Courtier might choose a character. ☉☉



## Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



## Monk

The Monk chooses a player. ☉



## Devil's Advocate

The Devil's Advocate chooses a living player. ☉



## Po

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☉ or ☉☉☉\*



## Godfather

If an Outsider died today, the Godfather chooses a player. ☉



## Tinker

The Tinker might die. ☉



## Grandmother

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



## 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.



## 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.