

TOWNSFOLK



**Chef**

You start knowing how many pairs of evil players there are.



**Investigator**

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



**Washerwoman**

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



**Librarian**

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



**Pixie**

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



**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.



**Chambermaid**

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



**Village Idiot**

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



**Soldier**

You are safe from the Demon.



**Farmer**

If you die at night, an alive good player becomes a Farmer.



**Mayor**

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

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.



**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



**Saint**

If you die by execution, your team loses.

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.



**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)



**Baron**

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

DEMONS



**Kazali**

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



**Po**

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



**Zombuul**

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



**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.

**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.

**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. ☹

**Evil Twin**

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

**Pixie**

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

**Washerwoman**

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

**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.

**Chef**

Give a finger signal.

**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.

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open.