

TOWN&FOLK



Steward

You start knowing
1 good player.



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.



Librarian

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



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.



Village Idiot

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



Dreamer

Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.



Lycanthrope

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



Nightwatchman

Once per game, at night, choose a player:
they learn you are the Nightwatchman.



Soldier

You are safe
from the Demon.



Cannibal

You have the ability of the recently killed executee.
If they are evil, you are poisoned
until a good player dies by execution.



Mayor

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



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.



Saint

If you die by execution,
your team loses.



Heretic

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



Godfather

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



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.



Organ Grinder

All players keep their eyes closed when voting
and the vote tally is secret.
Each night, choose if you are drunk until dusk.



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.



Fang Gu

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]

*Not the
first night

OUTSIDERS

MINIONS

DEMONS



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.



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.



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.



Lycanthrope

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



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.



Godfather

Show the character tokens of all in-play Outsiders.



Organ Grinder

The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ☹
If they shake their head, remove their **DRUNK** reminder.



Steward

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



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.



Clockmaker

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.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Nightwatchman

If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**Monk**

The Monk chooses a player. ☺

**Organ Grinder**

The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ☺
If they shake their head, remove their **DRUNK** reminder.

**Lycanthrope**

The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ☺ Demon doesn't kill tonight.

**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).

**Kazali**

The Kazali chooses a player. ☺

**Zombuul**

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

**Fang Gu**

The Fang Gu chooses a player. ☺ If they chose an Outsider (once only):
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☹

**Po**

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

**Godfather**

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

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺

**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.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Undertaker**

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

**Nightwatchman**

If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☺

**Dawn**

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