

## 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.


**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.


**Monk**

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


**Sailor**

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.


**Ballooning**

Each night, you learn a player of a different character type than last night. **[+0 or +1 Outsider]**


**Fortune Teller**

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.


**Alsaahir**

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.


**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


**Goon**

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


**Drunk**

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


**Saint**

If you die by execution, your team loses.


**Zealot**

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

## MINIONS


**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.


**Marionette**

You think you are a good character but you are not. The Demon knows who you are. **[You neighbor the Demon]**


**Mastermind**

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


**Shabaloth**

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.


**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.


**Lil' Monsta**

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night\*, a player might die. **[+1 Minion]**


**Fang Gu**

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

## 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.



Sailor

The Sailor chooses a living player. ☹



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.  
Put the Demon to sleep.



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:  
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹



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. ☹



Godfather

Show the character tokens of all in-play Outsiders.



Pukka

The Pukka chooses a player. ☹



Washerwoman

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



Investigator

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



Chef

Give a finger signal.



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Balloonist

Point to a player (alive or dead).  
Place the **SEEN** token next to the shown player. ☹



Dawn

Wait a few seconds. Call for eyes open.



**Dusk**

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

**Sailor**

The Sailor chooses a living player. ☉

**Monk**

The Monk chooses a player. ☉

**Pukka**

The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉

**Shabaloth**

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉

**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. ☉

**Lil' Monsta**

The minions pick a player. Put them back to sleep, and then:  
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☉  
Place the **DEAD** token beside any living player. ☉

**Godfather**

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

**Ravenkeeper**

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

**Empath**

Give a finger signal.

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Undertaker**

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

**Balloonist**

Point to a player (alive or dead) with a different role type from the player with the SEEN token.  
Place the SEEN token next to the shown player. ☉

**Dawn**

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