

# TOWNSFOLK



## Steward

You start knowing 1 good player.



## Chef

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



## 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.



## 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.



## Balloonist

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.



## 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.



## Sage

If the Demon kills you, you learn that it is 1 of 2 players.



## 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.



## 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.



## Saint

If you die by execution, your team loses.



## Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



## Godfather

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



## Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



## Spy

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



## Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



## Imp

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



## Lord Of Typhon

Each night\*, choose a player: they die.  
[Evil characters are in a line. You are in the middle.  
+1 Minion. -? to +? Outsiders]



## Pukka

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



## Al-Hadikhia

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

\*Not the first night

# OUTSIDERS

# MINIONS

# DEMONS





Dusk

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



Poisoner

The Poisoner chooses a player. ☹



Monk

The Monk chooses a player. ☹



Spy

Show the Grimoire to the Spy for as long as they need.



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

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).



Pukka

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



Imp

The Imp chooses a player. ☹ If the Imp chose themselves:  
Replace 1 alive Minion token with a spare Imp token.  
Put the old Imp to sleep. Wake the new Imp.  
Show the **YOU ARE** token, then show the Imp token.



Lord Of Typhon

The Lord of Typhon chooses a player. ☹



Al-Hadikhia

The Al-Hadikhia points at three players:  
Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.  
Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.  
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.  
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  
If all three are alive (none have a shroud), add a shroud to all three.



Godfather

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



Sage

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



Empath

Give a finger signal.



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. ☹



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.



Butler

The Butler chooses a player. ☹



Dawn

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