

# TOWNSFOLK



## Investigator

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



## Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



## Pixie

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



## 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.



## Dreamer

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



## 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.



## Cannibal

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



## Farmer

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



## 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.

# OUTSIDERS



## Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



## Drunk

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



## Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



## Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

# 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.



## Baron

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



## Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



## No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



## Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



## 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]



## Leviathan

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

# DEMONS

\*Not the first night



## Dusk

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



## Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



## 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. ☺



## Xaan

Add the **NIGHT** reminder token that matches the current night. ☺  
On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ☺ Remove it the following dusk.



## 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**.



## Investigator

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



## Fortune Teller

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



## Grandmother

Point to the grandchild player & show their character token.



## Dreamer

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



## Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



## Dawn

Wait a few seconds. Call for eyes open.



## Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☺

**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.

**Pixie**

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☹

**Sailor**

The Sailor chooses a living player. ☹

**Xaan**

Add the **NIGHT** reminder token that matches the current night. ☹  
On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ☹ Remove it the following dusk.

**Monk**

The Monk chooses a player. ☹

**Legion**

You may decide a player that dies. (Once per living Legion) ☹

**No Dashii**

The No Dashii chooses a player. ☹

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☹

**Barber**

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

**Farmer**

If the Farmer died tonight:  
Wake an alive good player.  
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.  
Replace their previous character token with a Farmer character token.

**Grandmother**

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

**Fortune Teller**

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

**Dreamer**

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

**Dawn**

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

**Leviathan**

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☹