

## TOWNSFOLK

**Noble**

You start knowing 3 players,  
1 and only 1 of which is evil.

**Clockmaker**

You start knowing how many steps  
from the Demon to its nearest Minion.

**Grandmother**

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

**Bounty Hunter**

You start knowing 1 evil player.  
If the player you know dies, you learn another  
evil player tonight. **[1 Townsfolk is evil]**

**Innkeeper**

Each night\*, choose 2 players:  
they can't die tonight, but 1 is drunk until dusk.

**Balloonist**

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

**Dreamer**

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

**Alsaahir**

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

**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.

**Ravenkeeper**

If you die at night,  
you are woken to choose a player:  
you learn their character.

**Tea Lady**

If both your alive neighbors are good,  
they can't die.

**Virgin**

The 1st time you are nominated,  
if the nominator is a Townsfolk,  
they are executed immediately.

## OUTSIDERS

**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.

**Recluse**

You might register as evil & as a Minion or Demon,  
even if dead.

**Damsel**

All Minions know you are in play.  
If a Minion publicly guesses you (once),  
your team loses.

## MINIONS

**Spy**

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

**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]**

**No Dashii**

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

**Shabaloth**

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

**Fang Gu**

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

**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]**

## 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.



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.



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.



Damsel

Wake each Minion. Show the Damsel token.



Butler

The Butler chooses a player. ☹



Grandmother

Point to the grandchild player & show their character token.



Clockmaker

Give a finger signal.



Dreamer

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



Noble

Point to all three players marked **KNOW**.



Balloonist

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



Bounty Hunter

Wake any player with a Townsfolk character:  
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.  
Turn their token upside-down. (This shows they are evil.)  
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



Spy

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



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.

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**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).

**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. ☹

**No Dashii**

The No Dashii chooses a player. ☹

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☹

**Damsel**

TBD

**Grandmother**

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

**Ravenkeeper**

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

**Dreamer**

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

**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. ☹

**Bounty Hunter**

If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown player. ☹

**Butler**

The Butler chooses a player. ☹

**Spy**

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

**Dawn**

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