

# TOWNSFOLK



## Knight

You start knowing 2 players that are not the Demon.



## Washerwoman

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



## Flowergirl

Each night\*, you learn if a Demon voted today.



## Town Crier

Each night\*, you learn if a Minion nominated today.



## Undertaker

Each night\*, you learn which character died by execution today.



## Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



## Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



## King

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



## Lycanthrope

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



## Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



## Savant

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



## Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



## Sage

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

# OUTSIDERS



## Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



## Sweetheart

When you die, 1 player is drunk from now on.



## Goon

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



## Saint

If you die by execution, your team loses.

# MINIONS



## Mezephheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



## Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



## Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



## Scarlet Woman

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

# DEMONS



## Kazali

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



## Lil' Monsta

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



## Vortex

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



## 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



Dusk

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



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



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.



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.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



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. ☹



Witch

The Witch chooses a player. ☹



Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Mezepheles

Show a single word on a piece of paper, phone, or other device.



Washerwoman

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



Butler

The Butler chooses a player. ☹



Knight

Point to the two players marked **KNOW**. ☹☹



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



## Dusk

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



## Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



## Gambler

The Gambler chooses a player & a character. ☺



## Witch

The Witch chooses a player. ☺



## Harpy

The Harpy chooses a player ☺ & then another player. ☺ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



## Mezephales

If a player is marked with the **TURNS EVIL** reminder:  
Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.  
Turn their character token upside down. (This shows they are now evil.)  
Mark the Mezephales with the **NO ABILITY** reminder. ☺



## Scarlet Woman

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



## Lycanthrope

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



## 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. ☺



## Vortex

The Vortex chooses a player. ☺



## 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. ☺



## Kazali

The Kazali chooses a player. ☺



## Gossip

If the Gossip is due to kill a player, they die. ☺



## Sweetheart

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



## Sage

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



## Undertaker

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



## Flowergirl

Either nod or shake your head.



## Town Crier

Either nod or shake your head.



## King

If the number of dead players is equal to or exceeds the number of alive players:  
Wake the King. Show one alive character token. Put the King to sleep.



## Butler

The Butler chooses a player. ☺



## Mathematician

Give a finger signal.



## Dawn

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