

# TOWNSFOLK



## Chef

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



## Clockmaker

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



## Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



## Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



## Pixie

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



## Town Crier

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



## Monk

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



## Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



## Lycanthrope

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



## 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.



## Ravenkeeper

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



## Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]

# OUTSIDERS



## Recluse

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



## Sweetheart

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



## Barber

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



## Zealot

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

# MINIONS



## Mezephelus

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



## Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



## Harpy

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



## Xaan

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

# DEMONS



## Imp

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



## Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



## Legion

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



## Lleech

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

\*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.

**Lleech**

The Lleech picks a player. Mark them with the **POISONED** token. ☹

**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.

**Devil's Advocate**

The Devil's Advocate chooses a living 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.

**Mezephheles**

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

**Pixie**

Show the Townsfolk character token marked **MAD**.

**Librarian**

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

**Chef**

Give a finger signal.

**Clockmaker**

Give a finger signal.

**Shugenja**

Point your finger horizontally in the direction of the closest evil player.  
If the two closest evil players are equidistant, point your finger horizontally in either direction.

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open.





Dusk

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



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. ☺

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. ☺



Devil's Advocate

The Devil's Advocate chooses a living 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. ☺

Lycanthrope

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

Legion

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



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.

Vigormortis

The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺



Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☺

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.

Sweetheart

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



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



Ravenkeeper

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



Town Crier

Either nod or shake your head.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

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