TOWNSFOLK

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

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.

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.

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

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

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

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

Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

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

OUTSIDERS

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

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

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

Plague Doctor 🎩 👯
If you die, the Storyteller gains a Minion ability.

MINIONS

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.

Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

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

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

DEMONS

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

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.

Riot 💬 🏃
On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

*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.

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. ◎

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.

Evil Twin | Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin &vice versa.

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

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

Chef | Give a finger signal.

Empath | Give a finger signal.

Butler | The Butler chooses a player. ◎

Grandmother | Point to the grandchild player & show their character token.

Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ◎

Dawn | Wait a few seconds. Call for eyes open.

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

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.

Gambler | The Gambler chooses a player & a character. ◎

Monk | The Monk chooses a player. ◎

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

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

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. ◎

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

Plague Doctor | If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
   Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

Professor | The Professor might choose a dead player. ◎◎

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

Empath | Give a finger signal.

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

Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ◎

Butler | The Butler chooses a player. ◎

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