

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Investigator

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



## Washerwoman

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



## Clockmaker

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



## Undertaker

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



## Monk

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



## 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.



## Cult Leader

Each night, you become the alignment of an alive neighbor.  
If all good players choose to join your cult, your team wins.



## 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.



## 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



## Goon

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



## Lunatic

You think you are a Demon, but you are not.  
The Demon knows who you are  
& who you choose at night.



## Saint

If you die by execution,  
your team loses.



## Zealot

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

# MINIONS



## Godfather

You start knowing which Outsiders are in play.  
If 1 died today, choose a player tonight: they die.  
[-1 or +1 Outsider]



## Devil's Advocate

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



## 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.



## Yaggababble

You start knowing each other. For the first time, you can publicly deny a night.



## Al-Hadikhia

Each night\*, you may choose 3 players (all players learn who):  
each silently chooses to live or die,  
but if all live, all die.



## 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.

\*Not the  
first night

# DEMONS





**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.



**Dusk**

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



**Yaggababble**

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.



**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.



**Godfather**

Show the character tokens of all in-play Outsiders.



**Devil's Advocate**

The Devil's Advocate chooses a living player. ☹



**Leviathan**

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



**Steward**

Point to the player marked **KNOW**. ☹



**Washerwoman**

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



**Investigator**

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



**Clockmaker**

Give a finger signal.



**Balloonist**

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



**Dreamer**

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



**Cult Leader**

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
Put the Cult Leader back to sleep.  
Turn the Cult Leader token upside-down. (This shows their alignment.)



**Dawn**

Wait a few seconds. Call for eyes open.



**Dusk**

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

**Monk**

The Monk chooses a player. ☉

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☉

**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).

**Yaggababble**

For each time the Yaggababble publicly said their phrase:  
You may place a **DEAD** token next to a living player. ☉

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☉

**Al-Hadikhia**

The Al-Hadikhia points at three players:  
Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.  
Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.  
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.  
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  
If all three are alive (none have a shroud), add a shroud to all three.

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

If an Outsider died today, the Godfather chooses a player. ☉

**Ravenkeeper**

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

**Choirboy**

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

**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. ☉

**Dreamer**

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

**Cult Leader**

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
Put the Cult Leader back to sleep.  
Turn the Cult Leader token upside-down. (This shows their alignment.)

**Undertaker**

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

**Dawn**

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