

## TOWNSFOLK

**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.)

**Shugenja**

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

**Bounty Hunter**

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

**Monk**

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

**Fortune Teller**

Each night, choose 2 players:  
you learn if either is a Demon.  
There is a good player that registers as a Demon to you.

**Nightwatchman**

Once per game, at night, choose a player:  
they learn you are the Nightwatchman.

**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.

**Cannibal**

You have the ability of the recently killed executee.  
If they are evil, you are poisoned  
until a good player dies by execution.

**Sage**

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

**Tea Lady**

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

**Mayor**

If only 3 players live & no execution occurs,  
your team wins.  
If you die at night, another player might die instead.

## OUTSIDERS

**Ogre**

On your 1st night, choose a player (not yourself):  
you become their alignment (you don't know which)  
even if drunk or poisoned.

**Drunk**

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

**Klutz**

When you learn that you died, publicly choose  
1 alive player: if they are evil, your team loses.

**Zealot**

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

## MINIONS

**Assassin**

Once per game, at night\*, choose a player:  
they die, even if for some reason they could not.

**Widow**

On your 1st night, look at the Grimoire  
& choose a player: they are poisoned.  
1 good player knows a Widow is in play.

**Goblin**

If you publicly claim to be the Goblin  
when nominated & are executed that day,  
your team wins.

**Mastermind**

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

**Yaggababble**

You start knowing a secret phrase.  
For each time you said it publicly today,  
a player might die.

**Pukka**

Each night, choose a player: they are poisoned.  
The previously poisoned player dies then becomes  
healthy.

**Fang Gu**

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

**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.

## DEMONS

\*Not the  
first night





## 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.



## 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.



## 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. ☹



## Pukka

The Pukka chooses a player. ☹



## Librarian

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



## Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



## Grandmother

Point to the grandchild player & show their character token.



## 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.



## 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. ☹



## Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



## Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



## 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.

**Monk**

The Monk chooses a player. ☹

**Pukka**

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹

**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. ☹

**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.

**Yaggababble**

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

**Assassin**

The Assassin might choose a player. ☹☹

**Sage**

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

**Grandmother**

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

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**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. ☹

**Nightwatchman**

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹

**Dawn**

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