

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Chef

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



## Grandmother

You start knowing a good player & their character.  
If the Demon kills them, you die too.



## Undertaker

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



## Innkeeper

Each night\*, choose 2 players:  
they can't die tonight, but 1 is drunk until dusk.



## 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.



## 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.



## Juggler

On your 1st day,  
publicly guess up to 5 players' characters.  
That night, you learn how many you got correct.



## Ravenkeeper

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



## 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.



## Fool

The first time you die,  
you don't.

# 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.



## 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.



## Damsel

All Minions know you are in play.  
If a Minion publicly guesses you (once),  
your team loses.

# MINIONS



## Devil's Advocate

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



## Spy

Each night, you see the Grimoire.  
You might register as good  
& as a Townsfolk or Outsider, even if dead.



## Scarlet Woman

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



## Xaan

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



## No Dashii

Each night\*, choose a player: they die.  
Your 2 Townsfolk neighbours are poisoned.



## Shabaloth

Each night\*, choose 2 players: they die.  
A dead player you chose last night might be  
regurgitated.



## Po

Each night\*, you may choose a player: they die.  
If your last choice was no-one,  
choose 3 players tonight.



## Fang Gu

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

# DEMONS

\*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.



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.



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. ☹



Damsel

Wake each Minion. Show the Damsel token.



Chef

Give a finger signal.



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.



Steward

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



Spy

Show the Grimoire to the Spy for as long as they need.



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.