

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Investigator

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



## 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.)



## 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.



## 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.



## 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.



## Sage

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



## Mayor

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



## Virgin

The 1st time you are nominated,  
if the nominator is a Townsfolk,  
they are executed immediately.

# 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.



## Saint

If you die by execution,  
your team loses.

# MINIONS



## Poisoner

Each night, choose a player:  
they are poisoned tonight and tomorrow day.



## 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)



## Baron

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



## 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.



## Imp

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



## Leviathan

If more than 1 good player is executed, evil wins.  
All players know you are in play.  
After day 5, evil wins.

# 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.



## Poisoner

The Poisoner chooses a player. ☹



## Pukka

The Pukka chooses a player. ☹



## 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.



## Empath

Give a finger signal.



## Fortune Teller

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



## Butler

The Butler chooses a player. ☹



## Clockmaker

Give a finger signal.



## Steward

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



## Spy

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



## Dawn

Wait a few seconds. Call for eyes open.



## Leviathan

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





Dusk

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



Poisoner

The Poisoner chooses a player. ☹



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

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.



Pukka

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



Yaggababble

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



Sage

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



Empath

Give a finger signal.



Fortune Teller

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

Undertaker

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



Butler

The Butler chooses a player. ☹



Spy

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



Dawn

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



Leviathan

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