

## TOWNSFOLK

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### Knight

You start knowing 2 players that are not the Demon.



### Chef

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



### Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



### Empath

Each night, you learn how many of your 2 alive neighbors are evil.



### 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.



### Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



### Innkeeper

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

## OUTSIDERS

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### Sweetheart

When you die, 1 player is drunk from now on.



### Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

## MINIONS

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### Devil's Advocate

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



### Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

## DEMONS

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### Lil' Monsta

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



### 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.



### Seamstress

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



### Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



### Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



### Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



### 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.



### Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



### Damsel

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



### Xaan

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



### Scarlet Woman

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



### No Dashii

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



### Imp

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



**Dusk**

Start the Night Phase.

**Minion Info**

If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

**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**

Wake the Minions. They choose a player. ● Put the Minions to sleep. Wake the target. Show the **YOU ARE** & Lil' Monsta tokens.

**Xaan**

If X is 1, mark the Xaan with the **X** reminder token. ● ●

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**Harpy**

The Harpy chooses 2 players. ● ● Put the Harpy to sleep. Wake the 1st target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the 2nd target.

**Huntsman**

The Huntsman might choose a player. ● If they chose the Damsel: Put the Huntsman to sleep. Wake the target. Show the **YOU ARE** info token & their new character token.

**Damsel**

During Minion Info, show the Minions the Damsel token. If you haven't done this yet, do so now. If the Damsel was chosen by the Huntsman, show the **YOU ARE** info token & their new character token.

**Librarian**

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

**Chef**

Give a finger signal.

**Empath**

Give a finger signal.

**Fortune Teller**

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

**Dreamer**

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

**Seamstress**

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

**Knight**

Point to the 2 players marked **KNOW**.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Xaan**

Change the Xaan reminder token to the relevant night. If it is night X, mark the Xaan with the X reminder token. ● ●

**Innkeeper**

The Innkeeper chooses 2 players. ● ● ●

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**Harpy**

The Harpy chooses 2 players. ● ● Put the Harpy to sleep. Wake the 1st target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the 2nd target.

**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.

**No Dashii**

The No Dashii chooses a player. ●

**Al-Hadikhia**

The Al-Hadikhia chooses 3 players. ● ● ● In order, wake each target. They nod or shake their head. Put them to sleep before waking the next target.

**Lil' Monsta**

Wake the Minions. They choose a player. ● Put the Minions to sleep. Wake the target. Show the **YOU ARE** & Lil' Monsta tokens. A player might die. ●

**Barber**

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ●

**Sage**

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

**Huntsman**

The Huntsman might choose a player. ● If they chose the Damsel: Put the Huntsman to sleep. Wake the target. Show the **YOU ARE** info token & their new character token.

**Damsel**

If the Damsel was chosen by the Huntsman, show the **YOU ARE** info token & their new character token.

**Moonchild**

If the Moonchild is due to kill a good player, they die. ●

**Empath**

Give a finger signal.

**Fortune Teller**

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

**Dreamer**

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

**Seamstress**

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

**Dawn**

Wait for a few seconds. End the Night Phase.