

# TOWNSFOLK



## Steward

You start knowing 1 good player.



## Noble

You start knowing 3 players, 1 and only 1 of which is evil.



## Bounty Hunter

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



## 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.



## Monk

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



## Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



## Dreamer

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



## Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



## Nightwatchman

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



## 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.



## Pacifist

Executed good players might not die.

# 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.



## Moonchild

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



## 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]



## Pit-Hag

Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



## Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



## Xaan

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



## Imp

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



## Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



## Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



## 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]

\*Not the first night

# DEMONS



## Dusk

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



## 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.



## 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.



## Godfather

Show the character tokens of all in-play Outsiders.



## Fearmonger

The Fearmonger picks a player:  
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



## Dreamer

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



## Steward

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



## Noble

Point to all three players marked **KNOW**.



## 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. ☹



## Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



## Dawn

Wait a few seconds. Call for eyes open.

|  |                |                                                                                                                                                                                                                                                                                                                                                 |
|--|----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | Dusk           | Check that all eyes are closed. Some Travellers & Fabled act.                                                                                                                                                                                                                                                                                   |
|  | Xaan           | Add the <b>NIGHT</b> reminder token that matches the current night. ☉<br>On the night that equals the number of Outsiders in play when the game began:<br>Add the <b>X</b> reminder to the Grimoire. ☉ Remove it the following dusk.                                                                                                            |
|  | Innkeeper      | The Innkeeper chooses 2 players. ☉☉☉                                                                                                                                                                                                                                                                                                            |
|  | Monk           | The Monk chooses a player. ☉                                                                                                                                                                                                                                                                                                                    |
|  | Pit-Hag        | The Pit-Hag chooses a player & a character. If they chose a character that is not in play:<br>Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.                                                                                                                                             |
|  | Fearmonger     | The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder:<br>Mark the chosen player with the <b>FEAR</b> reminder. ☉ Declare that "The Fearmonger has chosen a player."                                                                                                                    |
|  | Lunatic        | Do whatever needs to be done to simulate the Demon acting.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the Lunatic token & point to them, then their target(s).                                                                                                                                                                        |
|  | Imp            | The Imp chooses a player. ☉ If the Imp chose themselves:<br>Replace 1 alive Minion token with a spare Imp token.<br>Put the old Imp to sleep. Wake the new Imp.<br>Show the <b>YOU ARE</b> token, then show the Imp token.                                                                                                                      |
|  | Zombuul        | If no one died today, the Zombuul chooses a player. ☉                                                                                                                                                                                                                                                                                           |
|  | Lord Of Typhon | The Lord of Typhon chooses a player. ☉                                                                                                                                                                                                                                                                                                          |
|  | Vigormortis    | The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉                                                                                                                                                                                                                                              |
|  | Godfather      | If an Outsider died today, the Godfather chooses a player. ☉                                                                                                                                                                                                                                                                                    |
|  | Sage           | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.                                                                                                                                                                                                                                                    |
|  | Moonchild      | If the Moonchild is due to kill a good player, they die. ☉                                                                                                                                                                                                                                                                                      |
|  | Undertaker     | If a player was executed today, show their character token.                                                                                                                                                                                                                                                                                     |
|  | Dreamer        | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.                                                                                                                                                                                                                                            |
|  | Bounty Hunter  | If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.<br>Move the <b>SEEN</b> token to the shown player. ☉                                                                                                                                                                                                   |
|  | Nightwatchman  | If the Nightwatchman points at a player:<br>Put the Nightwatchman to sleep.<br>Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token.<br>Point to the Nightwatchman player. Put the chosen player back to sleep.<br>Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☉ |
|  | Chambermaid    | The Chambermaid chooses 2 living players. Give a finger signal.                                                                                                                                                                                                                                                                                 |
|  | Dawn           | Wait a few seconds. Call for eyes open & immediately say who died.                                                                                                                                                                                                                                                                              |