

TOWNSFOLK



**Grandmother**

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



**Gambler**

Each night\*, choose a player & guess their character: if you guess wrong, you die.



**General**

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



**Village Idiot**

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



**Lycanthrope**

Each night\*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



**Engineer**

Once per game, at night, choose which Minions or which Demon is in play.



**Professor**

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.



**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]



**Princess**

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



**Farmer**

If you die at night, an alive good player becomes a Farmer.



**Choirboy**

If the Demon kills the King, you learn which player is the Demon. [+ the King]



**Poppy Grower**

Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDERS



**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.



**Politician**

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



**Zealot**

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

MINIONS



**Harpy**

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



**Witch**

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



**Boomdandy**

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.



**Xaan**

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

DEMONS



**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.



**Legion**

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

\*Not the first night



Dusk

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



Poppy Grower

Wake the Demon.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.  
Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.



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.



Engineer

If the Engineer points to a Demon or Minions on their character sheet:  
Swap all appropriate character tokens with new character tokens.  
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.  
Mark the Engineer with the **NO ABILITY** reminder token. ☹



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.



Witch

The Witch chooses a player. ☹



Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Huntsman

If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☹  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



Grandmother

Point to the grandchild player & show their character token.



Seamstress

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



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



General

If you believe that the good team is winning, give a thumbs up.  
If you believe that the evil team is winning, give a thumbs down.  
If you don't know which team is winning, give a thumbs to the side.



Dawn

Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Poppy Grower</b>	If the Poppy Grower died today or tonight, & is marked with the <b>EVIL WAKES</b> reminder: Show the <b>THIS IS THE DEMON</b> info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the <b>THESE ARE YOUR MINIONS</b> info token, then point to the Minions. Put the Demon to sleep.
	<b>Engineer</b>	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the <b>YOU ARE</b> info token, then their new character token. Put them to sleep. Mark the Engineer with the <b>NO ABILITY</b> reminder token. ☹
	<b>Xaan</b>	Add the <b>NIGHT</b> reminder token that matches the current night. ☹ On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire. ☹ Remove it the following dusk.
	<b>Gambler</b>	The Gambler chooses a player & a character. ☹
	<b>Witch</b>	The Witch chooses a player. ☹
	<b>Harpy</b>	The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.
	<b>Lunatic</b>	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	<b>Lycanthrope</b>	The Lycanthrope points to a player. If the chosen player is good: Mark them with the <b>DEAD</b> reminder. ☹ Demon doesn't kill tonight.
	<b>Princess</b>	If it is the Princess' first day, and they nominated and executed a player: If the Demon would wake to choose a player, wake them as normal. The Demon does not kill.
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) ☹
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹*
	<b>Professor</b>	The Professor might choose a dead player. ☹☹
	<b>Choirboy</b>	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	<b>Huntsman</b>	If the Huntsman points to a player: Put them to sleep. Mark them with the <b>NO ABILITY</b> token. ☹ If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
	<b>Farmer</b>	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ☹
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ☹
	<b>Seamstress</b>	The Seamstress might choose 2 players. Nod or shake your head. ☹
	<b>Village Idiot</b>	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	<b>General</b>	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.