

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.



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.



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.



Cult Leader

Each night, you become the alignment of an alive neighbor.
If all good players choose to join your cult, your team wins.



Nightwatchman

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



Slayer

Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.



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.

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.



Golem

You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.



Saint

If you die by execution,
your team loses.

MINIONS



Poisoner

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



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]



Xaan

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



Kazali

Each night*, choose a player: they die.
[You choose which players are which Minions.
-? to +? Outsiders]



Fang Gu

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



Legion

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



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.

DEMONS

*Not the
first night



Dusk

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



Kazali

The Kazali points at a player and a Minion on the character sheet.
Replace their old character token with the Minion token. Wake the player.
Show them the **You Are** info token then the Minion character token, and give a thumbs down.
Repeat until the normal number of Minions exist.
Put the Kazali to sleep.



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.



Poisoner

The Poisoner 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.



Fortune Teller

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



Clockmaker

Give a finger signal.



Steward

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



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. ☉



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)



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.

**Dusk**

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

**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.

**Poisoner**

The Poisoner chooses a player. ☉

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Monk**

The Monk chooses a player. ☉

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

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).

**Legion**

You may decide a player that dies. (Once per living Legion) ☉

**Fang Gu**

The Fang Gu chooses a player. ☉ If they chose an Outsider (once only):
 Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
 Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☉

**Al-Hadikhia**

The Al-Hadikhia points at three players:
 Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
 Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.
 Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
 Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
 If all three are alive (none have a shroud), add a shroud to all three.

**Kazali**

The Kazali chooses a player. ☉

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**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.

**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. ☉

**Cult Leader**

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
 Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
 Put the Cult Leader back to sleep.
 Turn the Cult Leader token upside-down. (This shows their alignment.)

**Dawn**

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