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.

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.

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

Balloonist
Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]

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.

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

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.

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

Tea Lady
If both your alive neighbors are good,
they can't die.

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.

Klutz
When you learn that you died, publicly choose
1 alive player: if they are evil, your team loses.

Puzzlemaster
1 player is drunk, even if you die.
If you guess (once) who it is, learn the Demon player,
but guess wrong & get false info.

MINIONS

Godfather
You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

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

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

Summoner ⊕ ◟ ◞
You get 3 bluffs.
On the 3rd night, choose a player:
they become an evil Demon of your choice. [No Demon]

DEMONS

Shabaloth
Each night*, choose 2 players: they die.
A dead player you chose last night might be
regurgitated.

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

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

Lleech ⤲
Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.

*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.
	Summoner	Place the **NIGHT 1** reminder. ◎ Show the Summoner 3 not-in-play characters as bluffs.
	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.
	Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
	Poisoner	The Poisoner chooses a player. ◎
	Godfather	Show the character tokens of all in-play Outsiders.
	Witch	The Witch chooses a player. ◎
	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**. ◎
	Balloonist	Point to a player (alive or dead). Place the SEEN token next to 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. ◎
	Dawn	Wait a few seconds. Call for eyes open.

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

Poisoner | The Poisoner chooses a player. ◎

Monk | The Monk chooses a player. ◎

Witch | The Witch chooses a player. ◎

Summoner | On night two, place the **NIGHT 2** reminder. ◎
On night three, place the **NIGHT 3** reminder ◎ and wake the Summoner:
  They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
  Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
  Show the **YOU ARE** info token, then give a thumbs down.
  Replace their character token with the Demon token and put the new Demon to sleep.

Lycanthrope | The Lycanthrope points to a player. If the chosen player is good:
  Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.

Zombuul | If no one died today, the Zombuul chooses a player. ◎

Shabaloth | A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

Lleech | The Lleech chooses a player. Mark them with the **DEAD** token. ◎

Kazali | The Kazali chooses a player. ◎

Godfather | If an Outsider died today, the Godfather chooses a player. ◎

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.

Balloonist | Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next to 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. ◎

Butler | The Butler chooses a player. ◎

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