

TOWNSFOLK

**Steward**

You start knowing
1 good player.

**Investigator**

You start knowing that 1 of 2 players
is a particular Minion.

**Shugenja**

You start knowing if your closest evil player
is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.

**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.

**Sailor**

Each night, choose an alive player:
either you or they are drunk until dusk.
You can't die.

**Balloonist**

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

**Village Idiot**

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

**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.

**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.

**Choirboy**

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

OUTSIDERS

**Golem**

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

**Sweetheart**

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

**Damsel**

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

**Snitch**

Each Minion
gets 3 bluffs.

MINIONS

**Spy**

Each night, you see the Grimoire.
You might register as good
& as a Townsfolk or Outsider, even if dead.

**Fearmonger**

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

**Widow**

On your 1st night, look at the Grimoire
& choose a player: they are poisoned.
1 good player knows a Widow is in play.

**Organ Grinder**

All players keep their eyes closed when voting
and the vote tally is secret.
Each night, choose if you are drunk until dusk.

DEMONS

**Shabaloth**

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

**Pukka**

Each night, choose a player: they are poisoned.
The previously poisoned player dies then becomes
healthy.

**Lil' Monsta**

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

**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



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.



Snitch

Repeat the following process for each Minion: Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



Sailor

The Sailor chooses a living player. ☺



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token. Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☺



Widow

Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



Organ Grinder

The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the **DRUNK** reminder. ☹ If they shake their head, remove their **DRUNK** reminder.



Fearmonger

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



Pukka

The Pukka chooses a player. ☺



Damsel

Wake each Minion. Show the Damsel token.



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**).



Steward

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



Balloonist

Point to a player (alive or dead). Place the **SEEN** token next to the shown player. ☹



Shugenja

Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.



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.



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. ☹



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ☉
	Monk	The Monk chooses a player. ☉
	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. ☉ If they shake their head, remove their DRUNK reminder.
	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. ☉ Declare that "The Fearmonger has chosen a player."
	Pukka	The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉
	Shabaloth	A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉
	Lord Of Typhon	The Lord of Typhon chooses a player. ☉
	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them. ☉ Place the DEAD token beside any living player. ☉
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Damsel	TBD
	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. ☉
	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.
	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. ☉
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.