

TOWNSFOLK


Grandmother

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


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.


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]**


Lycanthrope

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


Professor

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


Princess

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


Sage

If the Demon kills you, you learn that it is 1 of 2 players.


Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.


Tea Lady

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


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


Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.


Plague Doctor

If you die, the Storyteller gains a Minion ability.


Saint

If you die by execution, your team loses.


Politician

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

MINIONS


Fearmonger

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


Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.


Widow

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


Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMONS


Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.


Lil' Monsta

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


Zombuul

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


Lleeche

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.



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.



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. ☹



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



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. ☹



Fearmonger

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



Grandmother

Point to the grandchild player & show their character token.



Balloonist

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



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. ☉
	Innkeeper	The Innkeeper chooses 2 players. ☉☉☉
	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."
	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).
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the DEAD reminder. ☉ Demon doesn't kill tonight.
	Princess	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.
	Zombuul	If no one died today, the Zombuul chooses a player. ☉
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉☉*
	Lleech	The Lleech chooses a player. Mark them with the DEAD token. ☉
	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. ☉
	Assassin	The Assassin might choose a player. ☉☉
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ☉ Publicly announce that the Banshee died.
	Professor	The Professor might choose a dead player. ☉☉
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☉
	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. ☉
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.