

TOWNSFOLK



**Steward**

You start knowing 1 good player.



**Chef**

You start knowing how many pairs of evil players there are.



**Washerwoman**

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



**Bounty Hunter**

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



**Acrobat**

Each night\*, choose a player: if they are drunk or poisoned, you die.



**Preacher**

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



**Dreamer**

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



**Cult Leader**

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



**Gossip**

Each day, you may make a public statement. Tonight, if it was true, a player dies.



**Artist**

Once per game, during the day, privately ask the Storyteller any yes/no question.



**Slayer**

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



**Sage**

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



**Fool**

The first time you die, you don't.

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.



**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



**Mutant**

If you are "mad" about being an Outsider, you might be executed.



**Politician**

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

MINIONS



**Poisoner**

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



**Summoner**

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



**Goblin**

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



**Xaan**

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



**Imp**

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



**Zombuul**

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



**Pukka**

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



**Fang Gu**

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

DEMONS

\*Not the first night

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Summoner</b>	Place the <b>NIGHT 1</b> reminder. ☉ Show the Summoner 3 not-in-play characters as bluffs.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Preacher</b>	The Preacher chooses a player. If they choose a Minion: Put a <b>PREACHED</b> reminder token next to that Minion. Wake the chosen Minion. Show them the <b>THIS CHARACTER SELECTED YOU</b> card & the Preacher token. Put the Minion back to sleep.
	<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>Poisoner</b>	The Poisoner chooses a player. ☉
	<b>Pukka</b>	The Pukka chooses a player. ☉
	<b>Washerwoman</b>	Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.
	<b>Chef</b>	Give a finger signal.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Steward</b>	Point to the player marked <b>KNOW</b> . ☉
	<b>Bounty Hunter</b>	Wake any player with a Townsfolk character: Show them the <b>YOU ARE</b> token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player. ☉
	<b>Cult Leader</b>	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the <b>YOU ARE</b> 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.)
	<b>Ogre</b>	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Preacher</b>	The Preacher chooses a player. If they choose a Minion: Put a <b>PREACHED</b> reminder token next to that Minion. Wake the chosen Minion. Show them the <b>THIS CHARACTER SELECTED YOU</b> card & the Preacher token. Put the Minion back to sleep.
	<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>Poisoner</b>	The Poisoner chooses a player. ☹️
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ☹️
	<b>Summoner</b>	On night two, place the <b>NIGHT 2</b> reminder. ☹️ On night three, place the <b>NIGHT 3</b> 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 <b>YOU ARE</b> info token, then the Demon token. Show the <b>YOU ARE</b> info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	<b>Imp</b>	The Imp chooses a player. ☹️ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the <b>YOU ARE</b> token, then show the Imp token.
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player. ☹️
	<b>Pukka</b>	The Pukka chooses a player. ☹️ The previously poisoned player dies then becomes healthy. ☹️
	<b>Fang Gu</b>	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☹️
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ☹️
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ☹️
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ☹️
	<b>Cult Leader</b>	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the <b>YOU ARE</b> 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.)
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.