

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]



**Undertaker**

Each night\*, you learn which character died by execution today.



**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.



**Cult Leader**

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



**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.



**Tea Lady**

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



**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.



**Lunatic**

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



**Saint**

If you die by execution, your team loses.



**Barber**

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINIONS



**Godfather**

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



**Pit-Hag**

Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



**Baron**

There are extra Outsiders in play. [+2 Outsiders]



**Xaan**

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

DEMONS



**Imp**

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



**Shabaloth**

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



**Vigormortis**

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



**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

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<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>Monk</b>	The Monk chooses a player. ☉
	<b>Pit-Hag</b>	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.
	<b>Lunatic</b>	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).
	<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>Shabaloth</b>	A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉
	<b>Vigormortis</b>	The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉
	<b>Lleech</b>	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☉
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. ☉
	<b>Barber</b>	If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token & their new character token.
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Balloonist</b>	Point to a player (alive or dead) with a different role type from the player with the <b>SEEN</b> token. Place the <b>SEEN</b> token next to the shown player. ☉
	<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.