

TOWNSFOLK



**Knight**

You start knowing 2 players that are not the Demon.



**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.



**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]



**Preacher**

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



**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.



**Cannibal**

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



**Ravenkeeper**

If you die at night, you are woken to choose a player: you learn their character.



**Tea Lady**

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



**Virgin**

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



**Pacifist**

Executed good players might not die.

OUTSIDERS



**Butler**

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



**Ogre**

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



**Drunk**

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



**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.



**Spy**

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



**Baron**

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



**Boffin**

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMONS



**Yaggababble**

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



**No Dashii**

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



**Kazali**

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



**Leviathan**

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

\*Not the first night

**Dusk**

Check that all eyes are closed. Some Travellers &amp; 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.

**Boffin**

Wake the Boffin and the Demon.  
 Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.  
 Place this second character token by the Demon character token.

**Yaggababble**

Write a phrase down so that the Yaggababble can read it.  
 Show the Yaggababble the phrase.

**Minion Info**

If there are 7 or more players, wake all Minions:  
 Show the **THIS IS THE DEMON** token. Point to the Demon.

**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.

**Preacher**

The Preacher chooses a player. If they choose a Minion:  
 Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
 Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

**Poisoner**

The Poisoner chooses a player. ☹

**Washerwoman**

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

**Chef**

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. ☹

**Knight**

Point to the two players marked **KNOW**. ☹☹

**Balloonist**

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

**Spy**

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

**Ogre**

The Ogre points to a player:  
 If the player is evil, flip the Ogre's token upside down.

**Dawn**

Wait a few seconds. Call for eyes open.

**Leviathan**

Mark the Leviathan with the **DAY 1** reminder. ☹

**Dusk**

Check that all eyes are closed. Some Travellers &amp; Fabled act.

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**Preacher**The Preacher chooses a player. If they choose a Minion:  
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.**Poisoner**

The Poisoner chooses a player. ☹

**Monk**

The Monk chooses a player. ☹

**Lycanthrope**The Lycanthrope points to a player. If the chosen player is good:  
Mark them with the **DEAD** reminder. ☹ Demon doesn't kill tonight.**No Dashii**

The No Dashii chooses a player. ☹

**Yaggababble**For each time the Yaggababble publicly said their phrase:  
You may place a **DEAD** token next to a living player. ☹**Kazali**

The Kazali chooses a player. ☹

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Fortune Teller**The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).**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. ☹**Butler**

The Butler chooses a player. ☹

**Spy**

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

**Dawn**

Wait a few seconds. Call for eyes open &amp; immediately say who died.

**Leviathan**Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☹