

TOWNSFOLK



**Steward**

You start knowing 1 good player.



**Knight**

You start knowing 2 players that are not the Demon.



**Investigator**

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



**Washerwoman**

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



**Librarian**

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



**Sailor**

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



**Village Idiot**

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



**Exorcist**

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



**Nightwatchman**

Once per game, at night, choose a player: they learn you are the Nightwatchman.



**Courtier**

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



**Huntsman**

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



**Slayer**

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



**Banshee**

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

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.



**Sweetheart**

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



**Saint**

If you die by execution, your team loses.

MINIONS



**Devil's Advocate**

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



**Wizard**

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



**Goblin**

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



**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



**Kazali**

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



**Pukka**

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



**Zombuul**

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



**Riot**

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

\*Not the first night



Dusk

Check that all eyes are closed. Some Travellers & 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.



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. ☺



Courtier

The Courtier might choose a character. ☺☺



Wizard

Run the Wizard's ability, if applicable.



Devil's Advocate

The Devil's Advocate chooses a living player. ☺



Pukka

The Pukka chooses a player. ☺



Huntsman

If the Huntsman points to a player:  
 Put them to sleep. Mark them with the **NO ABILITY** token. ☺  
 If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
 Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



Washerwoman

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



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



Steward

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



Knight

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



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. ☺



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.

**Dusk**

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

**Sailor**

The Sailor chooses a living player. ☉

**Courtier**

The Courtier might choose a character. ☉☉

**Wizard**

Run the Wizard's ability, if applicable.

**Devil's Advocate**

The Devil's Advocate chooses a living 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).**Exorcist**The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon:  
Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.**Zombuul**

If no one died today, the Zombuul chooses a player. ☉

**Pukka**

The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉

**Kazali**

The Kazali chooses a player. ☉

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉

**Banshee**If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉  
Publicly announce that the Banshee died.**Huntsman**If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☉  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.**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. ☉**Dawn**

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