

TOWNSFOLK

**Noble**

You start knowing 3 players,
1 and only 1 of which is evil.

**Librarian**

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

**Bounty Hunter**

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

**Empath**

Each night, you learn how many
of your 2 alive neighbours are evil.

**Monk**

Each night*, choose a player (not yourself):
they are safe from the Demon tonight.

**Village Idiot**

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

**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.

**Seamstress**

Once per game, at night,
choose 2 players (not yourself):
you learn if they are the same alignment.

**Slayer**

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

**Soldier**

You are safe
from the Demon.

**Cannibal**

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

**Banshee**

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

**Butler**

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

**Lunatic**

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

**Recluse**

You might register as evil & as a Minion or Demon,
even if dead.

**Saint**

If you die by execution,
your team loses.

**Poisoner**

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

**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.

**Baron**

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

**No Dashii**

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

**Imp**

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

**Kazali**

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

**Lil' Monsta**

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

OUTSIDERS

MINIONS

DEMONS

*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.



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. ☹



Poisoner

The Poisoner chooses a player. ☹



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. ☹



Librarian

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



Empath

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. ☹



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Noble

Point to all three 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.



Bounty Hunter

Wake any player with a Townsfolk character:
Show them the **YOU ARE** 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 **SEEN** token beside the shown player. ☹



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** 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.)



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Poisoner	The Poisoner chooses a player. ☹
	Monk	The Monk chooses 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).
	Imp	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 YOU ARE token, then show the Imp token.
	No Dashii	The No Dashii chooses a player. ☹
	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. ☹
	Kazali	The Kazali chooses a player. ☹
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ☹ Publicly announce that the Banshee died.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ☹
	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.
	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. ☹
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE 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.)
	Butler	The Butler chooses a player. ☹
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.