## TOWNSFOLK

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

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

**Grandmother**
You start knowing a good player & their character. If the Demon kills them, you die too.

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

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

**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.

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

**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.

**Alsaahir**
Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

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

**Choirboy**
If the Demon kills the King, you learn which player is the Demon. [+ the King]

## OUTSIDERS

**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.

**Golem**
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

**Klutz**
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

## MINIONS

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

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

**Widow**
On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

**Evil Twin**
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

## DEMONS

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

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

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

**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

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| | **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
| | **Yaggababble** | Write a phrase down so that the Yaggababble can read it.<br>Show the Yaggababble the phrase. |
| | **Minion Info** | If there are 7 or more players, wake all Minions:<br>    Show the **THIS IS THE DEMON** token. Point to the Demon. |
| | **Lunatic** | If there are 7 or more players, wake the Lunatic:<br>    Show the **THESE ARE YOUR MINIONS** token. Point to any players.<br>    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.<br>    Put the Lunatic to sleep. Wake the Demon.<br>    Show the **YOU ARE** info token and the Demon token.<br>    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:<br>    Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.<br>    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. |
| | **Sailor** | The Sailor chooses a living player. ◎ |
| | **Widow** | Show the Grimoire for as long as the Widow needs.<br>The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.<br>Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎ |
| | **Godfather** | Show the character tokens of all in-play Outsiders. |
| | **Evil Twin** | Wake both twins. Allow eye contact.<br>Show the good twin's character token to the Evil Twin &vice versa. |
| | **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. |
| | **Chef** | Give a finger signal. |
| | **Empath** | Give a finger signal. |
| | **Fortune Teller** | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**). |
| | **Grandmother** | Point to the grandchild player & show their character token. |
| | **Nightwatchman** | If the Nightwatchman points at a player:<br>    Put the Nightwatchman to sleep.<br>    Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.<br>    Point to the Nightwatchman player. Put the chosen player back to sleep.<br>    Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎ |
| | **Cult Leader** | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br>    Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).<br>    Put the Cult Leader back to sleep.<br>    Turn the Cult Leader token upside-down. (This shows their alignment.) |
| | **Spy** | Show the Grimoire to the Spy for as long as they need. |
| | **Dawn** | Wait a few seconds. Call for eyes open. |
| | **Leviathan** | Mark the Leviathan with the **DAY 1** reminder. ◎ |

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|---|---|---|
| **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
| **Sailor** | The Sailor chooses a living player. ◎ |
| **Monk** | The Monk chooses a player. ◎ |
| **Lunatic** | Do whatever needs to be done to simulate the Demon acting.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the Lunatic token &point to them, then their target(s). |
| **Shabaloth** | A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎ |
| **Fang Gu** | The Fang Gu chooses a player. ◎ If they chose an Outsider (once only):<br>    Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.<br>    Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎ |
| **Yaggababble** | For each time the Yaggababble publicly said their phrase:<br>    You may place a **DEAD** token next to a living player. ◎ |
| **Godfather** | If an Outsider died today, the Godfather chooses a player. ◎ |
| **Choirboy** | If the Demon killed the King, wake the Choirboy. Point to the Demon player. |
| **Grandmother** | If the grandchild was killed by the Demon, the Grandmother dies too. ◎ |
| **Empath** | Give a finger signal. |
| **Fortune Teller** | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**). |
| **Undertaker** | If a player was executed today, show their character token. |
| **Nightwatchman** | If the Nightwatchman points at a player:<br>    Put the Nightwatchman to sleep.<br>    Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.<br>    Point to the Nightwatchman player. Put the chosen player back to sleep.<br>    Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎ |
| **Cult Leader** | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br>    Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).<br>    Put the Cult Leader back to sleep.<br>    Turn the Cult Leader token upside-down. (This shows their alignment.) |
| **Spy** | Show the Grimoire to the Spy for as long as they need. |
| **Dawn** | Wait a few seconds. Call for eyes open & immediately say who died. |
| **Leviathan** | Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎ |