

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Bounty Hunter

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



Empath

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



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.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their 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.



Nightwatchman

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



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.

OUTSIDERS



Drunk

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



Klutz

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



Sweetheart

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



Barber

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

MINIONS



Widow

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)



Xaan

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



Baron

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

DEMONS



Lil' Monsta

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



Vortex

Each night*, choose a player: they die. Townfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Imp

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



Leviathan

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

**Dusk**

Start the Night Phase.

**Minion Info**

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

**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 chose a Minion: Put the Preacher to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** & Preacher tokens.

**Lil' Monsta**

Wake the Minions. They choose a player. ● Put the Minions to sleep. Wake the target. Show the **YOU ARE** & Lil' Monsta tokens.

**Xaan**

If X is 1, mark the Xaan with the **X** reminder token. ● ●

**Widow**

Show the Grimoire for as long as the Widow needs. The Widow chooses a player. ● Put the Widow to sleep. Wake the player marked **KNOW** & show the Widow token. ●

**Empath**

Give a finger signal.

**Fortune Teller**

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

**Clockmaker**

Give a finger signal.

**Knight**

Point to the 2 players marked **KNOW**.

**Balloonist**

Point to any player. ●

**Shugenja**

Point clockwise or anticlockwise.

**Bounty Hunter**

Point to the player marked **KNOW**.

**Nightwatchman**

The Nightwatchman might choose a player. Put the Nightwatchman to sleep. Wake the target. Show the **THIS PLAYER IS** & Nightwatchman tokens, then point to the Nightwatchman. ●

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Leviathan**

Announce that the Leviathan is in play. ●

**Dusk**

Start the Night Phase.

**Preacher**

The Preacher chooses a player. ● If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** & Preacher tokens.

**Xaan**

Change the Xaan reminder token to the relevant night. If it is night X, mark the Xaan with the **X** reminder token. ● ●

**Scarlet Woman**

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

**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.

**Vortex**

The Vortex chooses a player. ●

**Lil' Monsta**

Wake the Minions. They choose a player. ● Put the Minions to sleep. Wake the target. Show the **YOU ARE** & Lil' Monsta tokens. A player might die. ●

**Barber**

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

**Sweetheart**

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

**Ravenkeeper**

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

**Empath**

Give a finger signal.

**Fortune Teller**

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

**Balloonist**

Point to a player with a different character type to the previously shown player. ●

**Bounty Hunter**

If the player marked **KNOW** died today or tonight, point to the new player marked **KNOW**.

**Nightwatchman**

The Nightwatchman might choose a player. Put the Nightwatchman to sleep. Wake the target. Show the **THIS PLAYER IS** & Nightwatchman tokens, then point to the Nightwatchman. ●

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Leviathan**

Change the Leviathan reminder token to the relevant day. ● You may announce that the Leviathan is in play.