

TOWNSFOLK



Chef

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



Empath

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



Sailor

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



Town Crier

Each night*, you learn if a Minion nominated today.



Oracle

Each night*, you learn how many dead players are evil.



Undertaker

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Slayer

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



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



Drunk

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



Klutz

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



Recluse

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



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.



Scarlet Woman

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



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]

DEMONS



Imp

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



Fang Gu

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



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-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.

Use the Djinn's special rule. All players know what it is.



If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

[illegible]

**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.

**Sailor**

The Sailor chooses a living player. ●

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**Chef**

Give a finger signal.

**Empath**

Give a finger signal.

**Spy**

Show the Grimoire for as long as the Spy needs.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Leviathan**

Declare that "The Leviathan is in play." Mark the Leviathan with the **DAY 1** reminder. ●

**Dusk**

Start the Night Phase.

**Sailor**

The Sailor chooses a living player. ●

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**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.

**Fang Gu**

The Fang Gu chooses a player. ● If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ●

**Vigormortis**

The Vigormortis chooses a player. ● If that player is a Minion, poison a neighboring Townsfolk. ● ●

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Empath**

Give a finger signal.

**Undertaker**

If a player was executed today, show their character token.

**Town Crier**

Either nod or shake your head.

**Oracle**

Give a finger signal.

**Juggler**

Give a finger signal.

**Spy**

Show the Grimoire for as long as the Spy needs.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Leviathan**

Optionally, declare that "The Leviathan is in play." Replace the reminder token. ●