

# 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.



## 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.)



## 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.



## 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.



## 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.



## 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.



## Butler

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



## Drunk

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



## 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.



## Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



## Xaan

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



## 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]



## Zombuul

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



## Fang Gu

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

\*Not the first night

# OUTSIDERS

# MINIONS

# DEMONS