

TOWNSFOLK



Forward
You start knowing
2 good players.



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



Wackermaster
You start knowing that 1 of 2 players
is a particular Townsfolk.



Empath
Each night, you learn how many
of your 3 close neighbours are bad.



High Priestess
Each night, learn which player
the Storyteller believes you should talk to most.



Mind
Each night, choose a player (not yourself).
They are safe from the Demon tonight.



Discerner
Each night, choose a player (not yourself or Townsfolk).
You learn 1 good and 1 bad character,
1 of which is correct.



King
Each night, if the dead equal or outnumber the living,
you learn 1 alive character.
The Demon knows you are the King.



Isidore
You are safe
from the Demon.



Amnesia
You do not know what your ability is.
Each day, probably guess what it is.
You learn how accurate you are.



Chaperon
If the Demon kills the King,
you learn which player is the Demon.
In the King!



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



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

OUTSIDERS



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



Newscholar
When you die,
1 player is Chuckle back now on.



Publication
If you were the player most responsible for your team losing,
you change alignment & win,
even if dead.



Sealer
If 3 or more players are alive,
you must vote for every nomination.

MINIONS



Spies
Each night, you see the Golem.
You might register as good
if it is a Townsfolk or Outsider, even if dead.



Watch
Each night, choose a player.
If they nominate someone, they die.
If just 3 players live, you lose this ability.



Maintenance
You think you are a good character but you are not.
The Demon knows who you are.
(This negates the Demon!)



Team
On night 4,
all Townsfolk are possessed until dusk.
(3 Outcasts!)

DEMONS



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



Op
Each night, choose a character: they die.
If they are not in play,
the Storyteller chooses who dies.



Kasab
Each night, choose a player: they die.
*(This chooses which players are which Minions,
if by 4 Outcasts!)*



Lavish
Each night, choose a player: they die.
You start by choosing a player: they are possessed.
You die if & only if they are dead.

*Not the
first night



Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



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.



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.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



Xaan

Add the **NIGHT** reminder token that matches the current night. ☹
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ☹ Remove it the following dusk.



Witch

The Witch chooses a player. ☹



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Empath

Give a finger signal.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Steward

Point to the player marked **KNOW**. ☹



Noble

Point to all three players marked **KNOW**.



Spy

Show the Grimoire to the Spy for as long as they need.



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

Check that all eyes are closed. Some Travellers & Fabled act.

**Amnesiac**

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information

**Xaan**

Add the **NIGHT** reminder token that matches the current night. ☺

On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ☺ Remove it the following dusk.

**Monk**

The Monk chooses a player. ☺

**Witch**

The Witch chooses a player. ☺

**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.

**Ojo**

The Ojo points to a role. If a player has that role, they die. ☺

If the role is out of play, the Storyteller chooses any number of players that die. ☺

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☺**Kazali**

The Kazali chooses a player. ☺

**Sweetheart**

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

**Banshee**

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☺

Publicly announce that the Banshee died.

**Choirboy**

If the Demon killed the King, wake the Choirboy. Point to the Demon player.

**Empath**

Give a finger signal.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**King**

If the number of dead players is equal to or exceeds the number of alive players:
Wake the King. Show one alive character token. Put the King to sleep.

**Spy**

Show the Grimoire to the Spy for as long as they need.

**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.

**Dawn**

Wait a few seconds. Call for eyes open & immediately say who died.