

TOWNSFOLK



Steward

You start knowing
1 good player.



Noble

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



Washerwoman

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



Flowergirl

Each night*, you learn
if a Demon voted 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.



Balloonist

Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]



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.



Savant

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



Philosopher

Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.



Artist

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



Slayer

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



Cannibal

You have the ability of the recently killed executee.
If they are evil, you are poisoned
until a good player dies by execution.

OUTSIDERS



Ogre

On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.



Drunk

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



Sweetheart

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



Moonchild

When you learn that you died,
publicly choose 1 alive player.
Tonight, if it was a good player, they die.

MINIONS



Poisoner

Each night, choose a player:
they are poisoned tonight and tomorrow day.



Cerenovus

Each night, choose a player & a good character:
they are "mad" they are this character tomorrow,
or might be executed.



Widow

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



Marionette

You think you are a good character but you are not.
The Demon knows who you are.
[You neighbor the Demon]



Imp

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



Kazali

Each night*, choose a player: they die.
[You choose which players are which Minions.
-? to +? Outsiders]



Po

Each night*, you may choose a player: they die.
If your last choice was no-one,
choose 3 players tonight.



Fang Gu

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

DEMONS

*Not the
first night



Dusk

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



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.



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



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.



Marionette

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



Poisoner

The Poisoner chooses a player. ☹



Widow

Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



Cerenovus

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.



Washerwoman

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



Empath

Give a finger signal.



Fortune Teller

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



Steward

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



Noble

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



Balloonist

Point to a player (alive or dead).
Place the **SEEN** token next to the shown player. ☹



Ogre

The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ☹

**Poisoner**

The Poisoner chooses a player. ☹

**Monk**

The Monk chooses a player. ☹

**Cerenovus**

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character 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.

**Po**

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹☹*

**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. ☹

**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. ☹

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☹

**Empath**

Give a finger signal.

**Fortune Teller**

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

**Flowergirl**

Either nod or shake your head.

**Balloonist**

Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☹

**Dawn**

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