

# TOWNSFOLK



## Knight

You start knowing 2 players that are not the Demon.



## Noble

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



## Bounty Hunter

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



## Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



## Monk

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



## Acrobat

Each night\*, choose a player: if they are drunk or poisoned, you die.



## Chambermaid

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



## Exorcist

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



## Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



## 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.



## Cannibal

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



## Magician

The Demon thinks you are a Minion. Minions think you are a Demon.

# OUTSIDERS



## Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



## Moonchild

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



## Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



## Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

# MINIONS



## 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.



## Wraith

You may choose to open your eyes at night. You wake when other evil players do.



## Summoner

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

# DEMONS



## Ojo

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



## Po

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



## Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



## Vigormortis

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

\*Not the first night





Dusk

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



Wraith

Wake the Wraith whenever other evil players wake.



Philosopher

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



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.  
Put the Minions to sleep. Wake the Demon.  
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



Minion Info

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



Lunatic

If there are 7 or more players, wake the Lunatic:  
Show the **THESE ARE YOUR MINIONS** token. Point to any players.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.  
Put the Lunatic to sleep. Wake the Demon.  
Show the **YOU ARE** info token and the Demon token.  
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



Summoner

Place the **NIGHT 1** reminder. ☹  
Show the Summoner 3 not-in-play characters as bluffs.



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.



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. ☹



Pukka

The Pukka chooses a player. ☹



Damsel

Wake each Minion. Show the Damsel token.



Knight

Point to the two players marked **KNOW**. ☹☹



Noble

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



Bounty Hunter

Wake any player with a Townsfolk character:  
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.  
Turn their token upside-down. (This shows they are evil.)  
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



Chambermaid

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



Dawn

Wait a few seconds. Call for eyes open.



	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Wraith</b>	Wake the Wraith whenever other evil players wake.
	<b>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ☉
	<b>Poisoner</b>	The Poisoner chooses a player. ☉
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ☉☉☉
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ☉
	<b>Monk</b>	The Monk chooses a player. ☉
	<b>Summoner</b>	On night two, place the <b>NIGHT 2</b> reminder. ☉ On night three, place the <b>NIGHT 3</b> reminder ☉ and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the <b>YOU ARE</b> info token, then the Demon token. Show the <b>YOU ARE</b> info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	<b>Lunatic</b>	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	<b>Exorcist</b>	The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	<b>Pukka</b>	The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉(*)
	<b>Vigormortis</b>	The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉
	<b>Ojo</b>	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. ☉
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ☉
	<b>Hatter</b>	If the Hatter died, wake the Minions and Demon: Show them the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the <b>TEA PARTY TONIGHT</b> reminder. Change each player to the character they chose.
	<b>Damsel</b>	TBD
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ☉
	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ☉
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.