

TOWNSFOLK

**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.

**Shugenja**

You start knowing if your closest evil player
is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.

**Town Crier**

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

**Oracle**

Each night*, you learn
how many dead players 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]

**Dreamer**

Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.

**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.

**Seamstress**

Once per game, at night,
choose 2 players (not yourself):
you learn if they are the same alignment.

**Farmer**

If you die at night,
an alive good player becomes a Farmer.

**Mayor**

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

**Magician**

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

OUTSIDERS

**Drunk**

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

**Recluse**

Each night register as evil & as a Minion or Demon,
even if dead.

**Saint**

If you die by execution,
your team loses.

**Damsel**

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

MINIONS

**Harpy**

Each night, choose 2 players:
tomorrow, the 1st player is mad that the 2nd is evil,
or one or both might die.

**Boomdandy**

If you are executed, all but 3 players die.
After a 10 to 1 countdown,
the player with the most players pointing at them, dies.

**Scarlet Woman**

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

**Boffin**

The Demon (even if drunk or poisoned)
has a not-in-play good character's ability.
You both know which.

DEMONS

**No Dashii**

Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.

**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]

**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.



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.



Boffin

Wake the Boffin and the Demon.
Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon 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.



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.



Harpy

The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Damsel

Wake each Minion. Show the Damsel token.



Washerwoman

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



Fortune Teller

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



Dreamer

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



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☉



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. ☉



Shugenja

Point your finger horizontally in the direction of the closest evil player.
If the two closest evil players are equidistant, point your finger horizontally in either direction.



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Monk

The Monk chooses a player. ☉



Harpy

The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

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.

No Dashii

The No Dashii chooses a player. ☉



Vigormortis

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



Kazali

The Kazali chooses a player. ☉



Damsel

TBD



Farmer

If the Farmer died tonight:
Wake an alive good player.
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
Replace their previous character token with a Farmer character token.

Fortune Teller

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

Dreamer

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



Town Crier

Either nod or shake your head.



Oracle

Give a finger signal.



Seamstress

The Seamstress might choose 2 players. 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.