

TOWNSFOLK



Pick
You start knowing 1 in play. Townfolk.
If you were told that you were this character,
you gain their ability when they die.



Empath
Each night, you learn how many
of your 2 alive neighbours are evil.



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



Guardian
Each night, choose a player & guess their character.
If you guess wrong, you die.



Monk
Each night, choose a player that yourself
they are safe from the Demon tonight.



Discerner
Each night, choose a player that yourself or Townfolk
you learn 1 good and 1 evil character,
1 of which is correct.



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



Fisherman
Once per game, during the day,
visit the Storyteller for some advice
to help your team win.



Assassin
Each night,
you get 2 souls.



Tinker
You might die
at any time.



Recluse
You might register as evil & as a Minion or Demon,
even if dead.



Madwoman
You think you are a good character that you are not.
The Demon knows who you are.
(This is the Demon)



Pickling
Each night, choose a player
is a character they become off not in play.
If a Demon is made, death tonight are arbitrary.



Animals
Once per game, at night, choose a player.
They die, even if the game master they could not.



Yagubabik
You are a Demon, but you are not a Demon.



Ship
Each night, choose a player they die.
If you tell yourself this way,
a Minion becomes the Ship.

OUTSIDERS

MINIONS

DEMONS

*Not the
first night



Dusk

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



Yaggababble

Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.



Minion Info

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



Snitch

Repeat the following process for each Minion:
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



Pixie

Show the Townsfolk character token marked **MAD**.



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.



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.



Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:
Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☹



Gambler

The Gambler chooses a player & a character. ☹



Monk

The Monk chooses a player. ☹



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new 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.



Yaggababble

For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ☹



Assassin

The Assassin might choose a player. ☹☹



Tinker

The Tinker might die. ☹



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.



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.