

TOWNSFOLK



Steward

You start knowing
1 good player.



Chef

You start knowing how many pairs
of evil players there are.



Flowergirl

Each night*, you learn
if a Demon voted today.



Empath

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



Chambermaid

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



Savant

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



Alsaahir

Once per day, if you publicly guess
which players are Minion(s) and which are Demon(s),
good wins.



Seamstress

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



Cannibal

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



Ravenkeeper

If you die at night,
you are woken to choose a player:
you learn their character.

OUTSIDERS



Lunatic

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



Drunk

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



Zealot

If 5 or more players are alive,
you must vote for every nomination.

MINIONS



Godfather

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]



Marionette

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



Scarlet Woman

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

DEMONS



No Dashii

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



Vortex

Each night*, choose a player: they die.
Townsfolk abilities yield false info.
Each day, if no-one is executed, evil wins.

*Not the
first night



Dusk

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



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.



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.



Godfather

Show the character tokens of all in-play Outsiders.



Chef

Give a finger signal.



Empath

Give a finger signal.



Seamstress

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



Steward

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



Chambermaid

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



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.



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Lunatic

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).



No Dashii

The No Dashii chooses a player. ☹



Vortex

The Vortex chooses a player. ☹



Godfather

If an Outsider died today, the Godfather chooses a player. ☹



Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Empath

Give a finger signal.



Flowergirl

Either nod or shake your head.



Seamstress

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



Chambermaid

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



Dawn

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