

TOWNSFOLK



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



Grandmaster
You start knowing a good citizen & their character.
If the Demon kills them, you die too.



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.



Mathematician
Each night, you learn
how many players' abilities would abnormally
harm them if due to another character's ability.



Fortune Teller
Each night, choose 2 players.
You learn if either is a Demon.
There is a good player that negates as a Demon to you.



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



Nightwatchman
Once per game, at night, choose a player.
They learn you are the Nightwatchman.



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



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



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



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



Vagabond
If the Demon kills you,
you learn that it is 1 of 2 players.

OUTSIDERS



Tinker
You might die
at any time.



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



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



Punkmaster
1 player is drunk, even if you die.
If you guess who it is, win the Demon play.
But guess wrong & get taken into.

MINIONS



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



Politician
Each night, choose a player.
They are poisoned tonight and tomorrow day.



Witch
Each night, choose a player.
If they survive tomorrow, they die.
If not 2 players live, you lose this ability.



Po-Hag
Each night, choose a player.
Is a character they become if not in play.
If a Demon is made, death tonight is arbitrary.



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



Fang Gu
Each night, choose a player they die.
The 1st Outsider that dies becomes an evil Fang Gu.
& you die instead. [1 Outsider]



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



Vagabond
Each night, choose a player they die.
Minions you kill today have ability & poison 1.
Transferring: no/night. [1 Outsider]

DEMONS

*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.



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. ☹



Godfather

Show the character tokens of all in-play Outsiders.



Witch

The Witch chooses a player. ☹



Fortune Teller

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



Grandmother

Point to the grandchild player & show their character token.



Seamstress

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



Noble

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



Nightwatchman

If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



Mathematician

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.



Poisoner

The Poisoner chooses a player. ☉



Monk

The Monk chooses a player. ☉



Witch

The Witch 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.



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. ☹



Vigormortis

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



Godfather

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



Gossip

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



Hatter

If the Hatter died, wake the Minions and Demon:

Show them the **THIS CHARACTER SELECTED YOU** 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 **TEA PARTY TONIGHT** reminder.

Change each player to the character they chose.



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



Tinker

The Tinker might die. ☉



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☹



Ravenkeeper

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



Fortune Teller

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



Oracle

Give a finger signal.



Seamstress

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



Nightwatchman

If the Nightwatchman points at a player:

Put the Nightwatchman to sleep.

Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.

Point to the Nightwatchman player. Put the chosen player back to sleep.

Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



Mathematician

Give a finger signal.



Dawn

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