

TOWNSFOLK



Steward

You start knowing
1 good player.



Shugenja

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



High Priestess

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



Gambler

Each night*, choose a player & guess their character:
if you guess wrong, you die.



Village Idiot

Each night, choose a player:
you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]



Snake Charmer

Each night, choose an alive player:
a chosen Demon swaps characters & alignments
with you & is then poisoned.



Courtier

Once per game, at night, choose a character:
they are drunk for 3 nights & 3 days.



Philosopher

Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.



Juggler

On your 1st day,
publicly guess up to 5 players' characters.
That night, you learn how many you got correct.



Farmer

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



Choirboy

If the Demon kills the King,
you learn which player is the Demon.
[+ the King]



Fool

The first time you die,
you don't.



Pacifist

Executed good players
might not die.

OUTSIDERS



Ogre

On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.



Golem

You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.



Moonchild

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



Politician

If you were the player most responsible for your team losing,
you change alignment & win,
even if dead.

MINIONS



Devil's Advocate

Each night, choose a living player
(different to last night):
if executed tomorrow, they don't die.



Assassin

Once per game, at night*, choose a player:
they die, even if for some reason they could not.



Evil Twin

You & an opposing player know each other.
If the good player is executed, evil wins.
Good can't win if you both live.



Xaan

On night X,
all Townsfolk are poisoned until dusk.
[X Outsiders]



No Dashii

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



Vigormortis

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



Legion

Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. [Most players are Legion]



Lleeche

Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.

DEMONS

*Not the
first night



Dusk

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



Philosopher

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



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.



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



Xaan

Add the **NIGHT** reminder token that matches the current night. ☹
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ☹ Remove it the following dusk.



Courtier

The Courtier might choose a character. ☹☹



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
Put the old Snake Charmer to sleep. Wake the old Demon.
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☹



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Evil Twin

Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.



Steward

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



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.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



Ogre

The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.



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.



Philosopher

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



Xaan

Add the **NIGHT** reminder token that matches the current night. ☉
 On the night that equals the number of Outsiders in play when the game began:
 Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.



Courtier

The Courtier might choose a character. ☉☉



Gambler

The Gambler chooses a player & a character. ☉



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:
 Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
 Put the old Snake Charmer to sleep. Wake the old Demon.
 Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☉



Devil's Advocate

The Devil's Advocate chooses a living player. ☉



Legion

You may decide a player that dies. (Once per living Legion) ☉



No Dashii

The No Dashii chooses a player. ☉



Vigormortis

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



Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☉

Assassin

The Assassin might choose a player. ☉☉



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



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.



Moonchild

If the Moonchild is due to kill a good player, they die. ☉



Juggler

Give a finger signal.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
 Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



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.