

TOWNSFOLK



Noble
You start knowing 3 players.
1 and only 1 of which is not.



Grandmother
You start knowing a good player & their character.
If the Denier tells them, you die too.



Empath
Each night, you learn how many
of your 3 alive neighbors are not.



High Priest
Each night, learn which player
the Denier believes you should talk to most.



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



Pretender
Each night, choose a player
a Minion, if chosen, wants this.
All chosen Minions have no ability.



Chambermaid
Each night, choose 2 alive players (not yourself)
you learn how many were brought due to their ability.



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



Counsellor
Once per game, at night, choose a character.
They are dead for 2 nights & 2 days.



Professor
Once per game, at night, choose a dead player.
If they are a Townsfolk, they are resurrected.



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



Food
The last time you die,
you start.



Poisoner
Executed good players
might not die.

OUTSIDERS



Tender
You might die
at any time.



Swordbearer
When you die,
1 player is chosen from now on.



Hunter
If you died today or tonight,
the Minion & Denier players
may choose one Minion & Denier character to be.



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

MINIONS



Morpher
You start knowing a secret word.
The 1st good player to say this word
becomes said that night.



Punisher
Each night, choose a player.
They are imprisoned tonight and tomorrow day.



Hugger
Each night, choose 2 players.
Tomorrow, the 1st player is dead. The 2nd is not,
or vice versa both night die.



Wizard
Once per game, choose to make a wish.
If granted, it might have a price &
lose a card as to its nature.

DEMONS



Shapeshifter
Each night, choose 2 players. They die
if dead player you chose last night might be
resurrected.



Ojo
Each night, choose a character. They die.
If they are not in play,
the Denier chooses who dies.



Lil' Minion
Each night, Minions choose
who submits Lil' Minion & is the Denier.
Each night, a player might die. **1 Lil' Minion**



Vigilante
Each night, choose a player. They die.
Minions you kill keep their ability & poison 1
Townsfolk's neighbor. **11 Deaths**

*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.



Preacher

The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹



Poisoner

The Poisoner chooses a player. ☹



Courtier

The Courtier might choose a character. ☹☹



Wizard

Run the Wizard's ability, if applicable.



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.



Mezephheles

Show a single word on a piece of paper, phone, or other device.



Empath

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Noble

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



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



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.

**Preacher**

The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

**Poisoner**

The Poisoner chooses a player. ☹

**Courtier**

The Courtier might choose a character. ☹☹

**Wizard**

Run the Wizard's ability, if applicable.

**Gambler**

The Gambler chooses a player & a character. ☹

**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.

**Mezpheles**

If a player is marked with the **TURNS EVIL** reminder:
Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
Turn their character token upside down. (This shows they are now evil.)
Mark the Mezpheles with the **NO ABILITY** reminder. ☹

**Shabaloth**

A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹

**Vigormortis**

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

**Ojo**

The Ojo points to a role. If a player has that role, they die. ☹
If the role is out of play, the Storyteller chooses any number of players that die. ☹

**Lil' Monsta**

The minions pick a player. Put them back to sleep, and then:
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹
Place the **DEAD** token beside any living 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.

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹

**Professor**

The Professor might choose a dead player. ☹☹

**Tinker**

The Tinker might die. ☹

**Grandmother**

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

**Empath**

Give a finger signal.

**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.

**Chambermaid**

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

**Dawn**

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