

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Investigator

You start knowing that 1 of 2 players  
is a particular Minion.



## Washerwoman

You start knowing that 1 of 2 players  
is a particular Townsfolk.



## Shugenja

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



## Bounty Hunter

You start knowing 1 evil player.  
If the player you know dies, you learn another  
evil player tonight. **[1 Townsfolk is evil]**



## Undertaker

Each night\*, you learn which character  
died by execution today.



## Empath

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



## Gambler

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



## Dreamer

Each night, choose a player (not yourself or Travellers):  
you learn 1 good and 1 evil character,  
1 of which is correct.



## Nightwatchman

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



## Courtier

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



## Professor

Once per game, at night\*, choose a dead player:  
if they are a Townsfolk, they are resurrected.



## Ravenkeeper

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

# OUTSIDERS



## Recluse

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



## Sweetheart

When you die,  
1 player is drunk from now on.



## Golem

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



## Saint

If you die by execution,  
your team loses.

# MINIONS



## Fearmonger

Each night, choose a player:  
if you nominate & execute them, their team loses.  
All players know if you choose a new player.



## Goblin

If you publicly claim to be the Goblin  
when nominated & are executed that day,  
your team wins.



## Marionette

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



## Boffin

The Demon (even if drunk or poisoned)  
has a not-in-play good character's ability.  
You both know which.

# DEMONS



## Shabaloth

Each night\*, choose 2 players: they die.  
A dead player you chose last night might be  
regurgitated.



## Vigormortis

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



## Ojo

Each night\*, choose a character: they die.  
If they are not in play,  
the Storyteller chooses who dies.



## Legion

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

\*Not the  
first night





## Dusk

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



## Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token. Place this second character token by the Demon 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.



## Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.



## Courtier

The Courtier might choose a character. ☹☹



## Fearmonger

The Fearmonger picks a player:

Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



## Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



## Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



## 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.



## 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.



## Bounty Hunter

Wake any player with a Townsfolk character:

Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.

Turn their token upside-down. (This shows they are evil.)

Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



## 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. ☹



## Dawn

Wait a few seconds. Call for eyes open.





## Dusk

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



## Courtier

The Courtier might choose a character. ☉☉



## Gambler

The Gambler chooses a player & a character. ☉



## Fearmonger

The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."



## Legion

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



## 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. ☉



## 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. ☉☉



## Ravenkeeper

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



## Empath

Give a finger signal.



## Undertaker

If a player was executed today, show their character token.



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## Bounty Hunter

If the player with the **SEEN** token died today or tonight, point to an evil player.  
Move the **SEEN** token to the shown player. ☉



## 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. ☉



## Dawn

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