

TOWNSFOLK



Investigator

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



Grandmother

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



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Empath

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) 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 registers as a Demon to you.



Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



Nightwatchman

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



Soldier

You are safe from the Demon.



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.



Pacifist

Executed good players might not die.



Drunk

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



Saint

If you die by execution, your team loses.



Mutant

If you are "mad" about being an Outsider, you might be executed.



Politician

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



Assassin

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



Widow

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



Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



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.



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Vortex

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



Leviathan

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

*Not the first night

OUTSIDERS

MINIONS

DEMONS



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.



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.



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. ☉



Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☉



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Investigator

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



Grandmother

Point to the grandchild player & show their character token.



Empath

Give a finger signal.



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)



Fortune Teller

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



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.



Vizier

Declare that the Vizier is in play, and which player it is.

**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.

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**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.

**No Dashii**

The No Dashii chooses a player. ☹

**Po**

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹☹*

**Vortex**

The Vortex chooses a player. ☹

**Leviathan**

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☹

**Assassin**

The Assassin might choose a player. ☹☹

**Ravenkeeper**

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

**Grandmother**

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

**Empath**

Give a finger signal.

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Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)

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

**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.