

TOWNSFOLK



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



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



**Pixie**  
You start knowing 1 in-play Townsfolk.  
If you were mad that you were this character,  
you gain their ability when they die.



**Oracle**  
Each night\*, you learn  
how many dead players are evil.



**Chambermaid**  
Each night, choose 2 alive players (not yourself):  
you learn how many woke tonight due to their  
ability.



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



**Lycanthrope**  
Each night\*, choose an alive player.  
If good, they die & the Demon doesn't kill tonight.  
One good player registers as evil.



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



**Engineer**  
Once per game, at night,  
choose which Minions or which Demon is in play.



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



**Banshee**  
If the Demon kills you, all players learn this.  
From now on, you may nominate twice per day  
and vote twice per nomination.



**Virgin**  
The 1st time you are nominated,  
if the nominator is a Townsfolk,  
they are executed immediately.



**Pacifist**  
Executed good players  
might not die.

OUTSIDERS



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



**Heretic**  
Whoever wins, loses & whoever loses, wins,  
even if you are dead.



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



**Puzzlemaster**  
1 player is drunk, even if you die.  
If you guess (once) who it is, learn the Demon player,  
but guess wrong & get false info.

MINIONS



**Cerenovus**  
Each night, choose a player & a good character:  
they are "mad" they are this character tomorrow,  
or might be executed.



**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.



**Pit-Hag**  
Each night\*, choose a player  
& a character they become (if not-in-play).  
If a Demon is made, deaths tonight are arbitrary.



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

DEMONS



**Yaggababble**  
You start knowing each other for the first time you talk to each other at night.



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



**No Dashii**  
Each night\*, choose a player: they die.  
Your 2 Townsfolk neighbours are poisoned.



**Lord Of Typhon**  
Each night\*, choose a player: they die.  
[Evil characters are in a line. You are in the middle.  
+1 Minion. -? to +? Outsiders]

\*Not the first night

**Lord Of Typhon**

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:  
Show each of these players a unique Minion token, and give a thumbs down.  
Replace these players' good character tokens with these Minion tokens and put these players to sleep.  
Then, do the Minion Info and Demon Info steps as normal.

**Dusk**

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

**Philosopher**

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

**Yaggababble**

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.

**Lord Of Typhon**

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:  
Show each of these players a unique Minion token, and give a thumbs down.  
Replace these players' good character tokens with these Minion tokens and put these players to sleep.  
Then, do the Minion Info and Demon Info steps as normal.

**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.

**Lycanthrope**

Place the **FAUX PAW** reminder ☺ next to a good player.

**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.

**Engineer**

If the Engineer points to a Demon or Minions on their character sheet:  
Swap all appropriate character tokens with new character tokens.  
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.  
Mark the Engineer with the **NO ABILITY** reminder token. ☺

**Evil Twin**

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

**Cerenovus**

The Cerenovus chooses a player & a character. ☺ Put the Cerenovus to sleep. Wake the target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.

**Noble**

Point to all three players 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.

**Pixie**

Show the Townsfolk character token marked **MAD**.

**Dreamer**

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

**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 &amp; 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.**Engineer**If the Engineer points to a Demon or Minions on their character sheet:  
Swap all appropriate character tokens with new character tokens.  
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.  
Mark the Engineer with the **NO ABILITY** reminder token. ☉**Cerenovus**The Cerenovus chooses a player & a character. ☉ Put the Cerenovus to sleep. Wake the target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.**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.**Lycanthrope**The Lycanthrope points to a player. If the chosen player is good:  
Mark them with the **DEAD** reminder. ☉ Demon doesn't kill tonight.**Yaggababble**For each time the Yaggababble publicly said their phrase:  
You may place a **DEAD** token next to a living player. ☉**No Dashii**

The No Dashii chooses a player. ☉

**Legion**

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

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☉

**Pixie**If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:  
Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☉**Banshee**If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉  
Publicly announce that the Banshee died.**Dreamer**

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

**Oracle**

Give a finger signal.

**Chambermaid**

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

**Dawn**

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