

TOWNSFOLK



**Noble**

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



**Clockmaker**

You start knowing how many steps from the Demon to its nearest Minion.



**Grandmother**

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



**Pixie**

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



**Undertaker**

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



**High Priestess**

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



**Village Idiot**

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



**Savant**

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



**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 Storyteller for some advice to help your team win.



**Amnesiac**

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



**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.

OUTSIDERS



**Recluse**

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



**Plague Doctor**

If you die, the Storyteller gains a Minion ability.



**Hatter**

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



**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



**Wizard**

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



**Goblin**

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



**Boffin**

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



**Xaan**

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

DEMONS



**Imp**

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



**Ojo**

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



**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



**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

**Dusk**

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

**Amnesiac**

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information

**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.

**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.**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.**Wizard**

Run the Wizard's ability, if applicable.

**Pukka**

The Pukka chooses a player. ☹️

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

Point to the grandchild player &amp; show their character token.

**Clockmaker**

Give a finger signal.

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

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Amnesiac</b>	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	<b>Pixie</b>	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ☹
	<b>Xaan</b>	Add the <b>NIGHT</b> reminder token that matches the current night. ☹ On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire. ☹ Remove it the following dusk.
	<b>Wizard</b>	Run the Wizard's ability, if applicable.
	<b>Imp</b>	The Imp chooses a player. ☹ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the <b>YOU ARE</b> token, then show the Imp token.
	<b>Pukka</b>	The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹
	<b>Lord Of Typhon</b>	The Lord of Typhon chooses a player. ☹
	<b>Ojo</b>	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. ☹
	<b>Hatter</b>	If the Hatter died, wake the Minions and Demon: Show them the <b>THIS CHARACTER SELECTED YOU</b> 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 <b>TEA PARTY TONIGHT</b> reminder. Change each player to the character they chose.
	<b>Plague Doctor</b>	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the <b>STORYTELLER ABILITY</b> reminder. If applicable, add a token to the night sheet.
	<b>Banshee</b>	If the demon killed the Banshee tonight, place the <b>HAS ABILITY</b> token. ☹ Publicly announce that the Banshee died.
	<b>Professor</b>	The Professor might choose a dead player. ☹☹
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ☹
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Village Idiot</b>	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.
	<b>High Priestess</b>	Point to the player whom you most think the High Priestess should speak with tomorrow.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.