

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Flowergirl

Each night\*, you learn  
if a Demon voted today.



## Town Crier

Each night\*, you learn  
if a Minion nominated today.



## Oracle

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



## Gambler

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



## Mathematician

Each night, you learn  
how many players' abilities worked abnormally  
(since dawn) due to another character's ability.



## Savant

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



## Engineer

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



## Nightwatchman

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



## Seamstress

Once per game, at night,  
choose 2 players (not yourself):  
you learn if they are the same alignment.



## Philosopher

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



## Juggler

On your 1st day,  
publicly guess up to 5 players' characters.  
That night, you learn how many you got correct.



## Ravenkeeper

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

# OUTSIDERS



## Tinker

You might die  
at any time.



## Sweetheart

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



## Saint

If you die by execution,  
your team loses.



## Barber

If you died today or tonight, the Demon may choose  
2 players (not another Demon) to swap characters.

# MINIONS



## Mezepheles

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



## Witch

Each night, choose a player:  
if they nominate tomorrow, they die.  
If just 3 players live, you lose this ability.



## Cerenovus

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



## Boomdandy

If you are executed, all but 3 players die.  
After a 10 to 1 countdown,  
the player with the most players pointing at them, dies.



## Yaggababble

You start knowing a secret phrase.  
For each time you said it publicly today,  
a player might die.



## Po

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



## Vigormortis

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



## Lleech

Each night\*, choose a player: they die.  
You start by choosing a player: they are poisoned.  
You die if & only if they are dead.

# DEMONS

\*Not the  
first night





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.



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.



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. ☹



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



Witch

The Witch chooses a player. ☹



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.



Mezepheles

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



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Steward

Point to the player marked **KNOW**. ☹



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.





## Dusk

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



## Philosopher

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



## 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. ☉



## Gambler

The Gambler chooses a player & a character. ☉



## Witch

The Witch chooses a player. ☉



## 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.



## Mezepheles

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 Mezepheles with the **NO ABILITY** reminder. ☉



## Po

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



## Vigormortis

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



## Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☉



## Yaggababble

For each time the Yaggababble publicly said their phrase:

You may place a **DEAD** token next to a living player. ☉



## Barber

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens.

If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.



## Sweetheart

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



## Tinker

The Tinker might die. ☉



## Ravenkeeper

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



## Flowergirl

Either nod or shake your head.



## Town Crier

Either nod or shake your head.



## Oracle

Give a finger signal.



## Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☉



## Juggler

Give a finger signal.



## 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.