

# TOWNSFOLK



## Investigator

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



## 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.



## Flowergirl

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



## 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.



## Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



## 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.



## Gossip

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



## 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.



## Ravenkeeper

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

# OUTSIDERS



## Sweetheart

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



## Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



## 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



## Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



## Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



## Goblin

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



## Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



## No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



## Vortex

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



## Imp

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



## Vigormortis

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

# DEMONS

\*Not the first night





## Dusk

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



## Amnesiac

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



## Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



## Summoner

Place the **NIGHT 1** reminder. ☹️  
Show the Summoner 3 not-in-play characters as bluffs.



## 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.



## Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:  
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
Put the old Snake Charmer to sleep. Wake the old Demon.  
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☹️



## Harpy

The Harpy chooses a player ☹️ & then another player. ☹️ Put the Harpy to sleep. Wake the first target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



## Investigator

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



## Empath

Give a finger signal.



## Fortune Teller

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



## Grandmother

Point to the grandchild player & show their character token.



## Clockmaker

Give a finger signal.



## Mathematician

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.



Amnesiac

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Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:  
 Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
 Put the old Snake Charmer to sleep. Wake the old Demon.  
 Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☹



Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.  
 Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Summoner

On night two, place the **NIGHT 2** reminder. ☹  
 On night three, place the **NIGHT 3** reminder ☹ and wake the Summoner:  
 They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.  
 Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.  
 Show the **YOU ARE** info token, then give a thumbs down.  
 Replace their character token with the Demon token and put the new Demon to sleep.



Imp

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 **YOU ARE** token, then show the Imp token.



No Dashii

The No Dashii chooses a player. ☹



Vortex

The Vortex chooses a player. ☹



Vigormortis

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



Gossip

If the Gossip is due to kill a player, they die. ☹



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. ☹



Grandmother

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



Ravenkeeper

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



Empath

Give a finger signal.



Fortune Teller

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

Undertaker

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



Flowergirl

Either nod or shake your head.



Mathematician

Give a finger signal.



Dawn

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