

## TOWNSFOLK



### Pixie

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



### Empath

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



### High Priestess

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



### Gambler

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



### Savant

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



### Fisherman

Once per game, during the day,  
visit the Storyteller for some advice  
to help your team win.



### Ravenkeeper

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



### Tea Lady

If both your alive neighbors are good,  
they can't die.

## OUTSIDERS



### Ogre

On your 1st night, choose a player (not yourself):  
you become their alignment (you don't know which)  
even if drunk or poisoned.



### Drunk

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



### Zealot

If 5 or more players are alive,  
you must vote for every nomination.

## MINIONS



### Spy

Each night, you see the Grimoire.  
You might register as good  
& as a Townsfolk or Outsider, even if dead.



### Marionette

You think you are a good character but you are not.  
The Demon knows who you are.  
[You neighbor the Demon]



### Summoner

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



### Imp

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



### Leech

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.



## 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.



## Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.  
Put the Demon to sleep.



## Lleech

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



## Pixie

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



## Empath

Give a finger signal.



## Spy

Show the Grimoire to the Spy for as long as they need.



## Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



## 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.





Dusk

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



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. ☹



Gambler

The Gambler chooses a player & a character. ☹



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.



Lleech

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



Ravenkeeper

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



Empath

Give a finger signal.



Spy

Show the Grimoire to the Spy for as long as they need.



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 & immediately say who died.