

# 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.



## Monk

Each night\*, choose a player (not yourself):  
they are safe from the Demon tonight.



## Dreamer

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



## 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.

# OUTSIDERS



## Tinker

You might die  
at any time.



## Recluse

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



## Snitch

Each Minion  
gets 3 bluffs.

# MINIONS



## Spy

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



## Assassin

Once per game, at night\*, choose a player:  
they die, even if for some reason they could not.



## Marionette

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

# DEMONS



## Imp

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



## Pukka

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

\*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.



## Snitch

Repeat the following process for each Minion:  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



## 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.



## Pukka

The Pukka chooses a player. ☺



## Pixie

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



## Empath

Give a finger signal.



## Dreamer

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



## 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.