

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



Pit-Hag

Each night*, choose a player
& a character they become (if not-in-play).
If a Demon is made, deaths tonight are arbitrary.



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



Yaggababble

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



Imp

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

*Not the
first night



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. ☹



Monk

The Monk chooses a player. ☹



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



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.



Yaggababble

For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ☹



Assassin

The Assassin might choose a player. ☹☹



Tinker

The Tinker might die. ☹



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.



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.