

TOWNSFOLK



Steward

You start knowing
1 good player.



Chef

You start knowing how many pairs
of evil players there are.



Flowergirl

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



Empath

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



Chambermaid

Each night, choose 2 alive players (not yourself):
you learn how many woke tonight due to their
ability.



Savant

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



Alsaahir

Once per day, if you publicly guess
which players are Minion(s) and which are Demon(s),
good wins.



Seamstress

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



Cannibal

You have the ability of the recently killed executee.
If they are evil, you are poisoned
until a good player dies by execution.



Ravenkeeper

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



Lunatic

You think you are a Demon, but you are not.
The Demon knows who you are
& who you choose at night.



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.



Godfather

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]



Marionette

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



Scarlet Woman

If there are 5 or more players alive
& the Demon dies, you become the Demon.
(Travellers don't count)



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.

*Not the
first night

OUTSIDERS

MINIONS

DEMONS



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.



Lunatic

If there are 7 or more players, wake the Lunatic:
Show the **THESE ARE YOUR MINIONS** token. Point to any players.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
Put the Lunatic to sleep. Wake the Demon.
Show the **YOU ARE** info token and the Demon token.
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



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.



Godfather

Show the character tokens of all in-play Outsiders.



Steward

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



Chef

Give a finger signal.



Empath

Give a finger signal.



Seamstress

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



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**Scarlet Woman**

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

**Lunatic**

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).

**No Dashii**

The No Dashii chooses a player. ☺

**Vortex**

The Vortex chooses a player. ☺

**Godfather**

If an Outsider died today, the Godfather chooses a player. ☺

**Ravenkeeper**

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

**Empath**

Give a finger signal.

**Seamstress**

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

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

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