

# TOWNSFOLK



## Noble

You start knowing 3 players, 1 and only 1 of which is evil.



## Washerwoman

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



## High Priestess

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



## Monk

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



## Balloonist

Each night, you learn a player of a different character type than last night.  
[+0 or +1 Outsider]



## 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.



## Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



## Fisherman

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



## Cannibal

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



## 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



## Drunk

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



## Recluse

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



## Sweetheart

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



## Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

# MINIONS



## Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



## Assassin

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



## Boomdandy

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.



## Scarlet Woman

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



## Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

# DEMONS



## No Dashii

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



## Pukka

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



## 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.

\*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



Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.



Minion Info

If there are 7 or more players, wake all Minions:

Show the **THIS IS THE DEMON** token. Point to the Demon.



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.



Poisoner

The Poisoner chooses a player. ☹



Pukka

The Pukka chooses a player. ☹



Lleech

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



Noble

Point to all three players marked **KNOW**.



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Balloonist

Point to a player (alive or dead).

Place the **SEEN** token next to the shown player. ☹



Seamstress

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



Dawn

Wait a few seconds. Call for eyes open.



**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

**Cannibal**

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

**Poisoner**

The Poisoner chooses a player. ☹

**Monk**

The Monk chooses a player. ☹

**Scarlet Woman**

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

**Pukka**

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹

**Lleech**

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

**No Dashii**

The No Dashii chooses a player. ☹

**Assassin**

The Assassin might choose a player. ☹☹

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹

**Ravenkeeper**

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

**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.

**Balloonist**

Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☹

**Seamstress**

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

**Dawn**

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