

## 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.

**Lleeche**

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

**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. ☹

**No Dashii**

The No Dashii chooses a player. ☹

**Lleech**

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

**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.

**Seamstress**

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

**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. ☹

**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.