

TOWNSFOLK

**Noble**

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

**Librarian**

You start knowing that 1 of 2 players
is a particular Outsider. (Or that zero are in play.)

**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.

**Vigormortis**

Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]

**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. ☹



Lleech

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



Noble

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



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** 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.

**Lleech**

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

**Vigormortis**

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹

**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.