

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.)



**Pixie**

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



**Oracle**

Each night\*, you learn how many dead players are evil.



**Monk**

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



**General**

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



**Fortune Teller**

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



**Seamstress**

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



**Philosopher**

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



**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.



**Mayor**

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



**Magician**

The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDERS



**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.



**Recluse**

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



**Politician**

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS



**Mezpheles**

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



**Cerenovus**

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



**Marionette**

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



**Baron**

There are extra Outsiders in play. **[+2 Outsiders]**

DEMONS



**Imp**

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



**Vigormortis**

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

\*Not the first night

**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.

**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. ☺

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ☺

**Monk**

The Monk chooses a player. ☺

**Cerenovus**

The Cerenovus chooses a player & a character. ☺ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.

**Mezpheles**

If a player is marked with the **TURNS EVIL** reminder:  
Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.  
Turn their character token upside down. (This shows they are now evil.)  
Mark the Mezpheles with the **NO ABILITY** reminder. ☺

**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).

**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.

**Vigormortis**

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

**Ravenkeeper**

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

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Oracle**

Give a finger signal.

**Seamstress**

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

**General**

If you believe that the good team is winning, give a thumbs up.  
If you believe that the evil team is winning, give a thumbs down.  
If you don't know which team is winning, give a thumbs to the side.

**Dawn**

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