

TOWNSFOLK



Steward

You start knowing
1 good player.



Washerwoman

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



Grandmother

You start knowing a good player & their character.
If the Demon kills them, you die too.



Flowergirl

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



High Priestess

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



Innkeeper

Each night*, choose 2 players:
they can't die tonight, but 1 is drunk until dusk.



Sailor

Each night, choose an alive player:
either you or they are drunk until dusk.
You can't die.



Gossip

Each day, you may make a public statement.
Tonight, if it was true, a player dies.



Savant

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



Nightwatchman

Once per game, at night, choose a player:
they learn you are the Nightwatchman.



Fisherman

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



Soldier

You are safe
from the Demon.



Farmer

If you die at night,
an alive good player becomes a Farmer.

OUTSIDERS



Ogre

On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.



Drunk

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



Sweetheart

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



Politician

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

MINIONS



Mezepheles

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



Widow

On your 1st night, look at the Grimoire
& choose a player: they are poisoned.
1 good player knows a Widow is in play.



Marionette

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



Summoner

You get 3 bluffs.
On the 3rd night, choose a player:
they become an evil Demon of your choice. [No Demon]



No Dashii

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



Imp

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



Shabaloth

Each night*, choose 2 players: they die.
A dead player you chose last night might be
regurgitated.

DEMONS

*Not the
first night



Summoner

Place the **NIGHT 1** reminder. ☉
Show the Summoner 3 not-in-play characters as bluffs.



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.



Summoner

Place the **NIGHT 1** reminder. ☉
Show the Summoner 3 not-in-play characters as bluffs.



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.



Sailor

The Sailor chooses a living player. ☉



Widow

Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ☉ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☉



Mezephelus

Show a single word on a piece of paper, phone, or other device.



Steward

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



Washerwoman

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



Grandmother

Point to the grandchild player & show their character token.



High Priestess

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



Nightwatchman

If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉



Ogre

The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.