

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]**

DEMONS



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.



Shabalothe

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

*Not the first night

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ☉
	Innkeeper	The Innkeeper chooses 2 players. ☉☉☉
	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. ☉
	Summoner	On night two, place the NIGHT 2 reminder. ☉ On night three, place the NIGHT 3 reminder ☉ and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the YOU ARE info token, then the Demon token. Show the YOU ARE info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	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.
	Shabaloth	A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉
	No Dashii	The No Dashii chooses a player. ☉
	Gossip	If the Gossip is due to kill a player, they die. ☉
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉
	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☉
	Flowergirl	Either nod or shake your head.
	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. ☉
	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.