

TOWNSFOLK



Steward

You start knowing
1 good player.



Flowergirl

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



Town Crier

Each night*, you learn
if a Minion nominated today.



Empath

Each night, you learn how many
of your 2 alive neighbours are evil.



Dreamer

Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.



Courtier

Once per game, at night, choose a character:
they are drunk for 3 nights & 3 days.



Juggler

On your 1st day,
publicly guess up to 5 players' characters.
That night, you learn how many you got correct.



Amnesiac

You do not know what your ability is.
Each day, privately guess what it is:
you learn how accurate you are.



Minstrel

When a Minion dies by execution, all other players
(except Travellers) are drunk until dusk tomorrow.



Banshee

If the Demon kills you, all players learn this.
From now on, you may nominate twice per day
and vote twice per nomination.



Virgin

The 1st time you are nominated,
if the nominator is a Townsfolk,
they are executed immediately.



Poppy Grower

Minions & Demons do not know each other.
If you die, they learn who each other are that night.



Pacifist

Executed good players
might not die.

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.



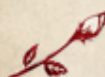
Moonchild

When you learn that you died,
publicly choose 1 alive player.
Tonight, if it was a good player, they die.



Heretic

Whoever wins, loses & whoever loses, wins,
even if you are dead.



Godfather

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]



Psychopath

Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.



Widow

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



Organ Grinder

All players keep their eyes closed when voting
and the vote tally is secret.
Each night, choose if you are drunk until dusk.

MINIONS



Leviathan

If more than 1 good player is executed, evil wins.
All players know you are in play.
After day 5, evil wins.

DEMONS

*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



Poppy Grower

Wake the Demon.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info.



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.



Courtier

The Courtier might choose a character. ☹☹



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. ☹



Godfather

Show the character tokens of all in-play Outsiders.



Organ Grinder

The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ☹
If they shake their head, remove their **DRUNK** reminder.



Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☹



Steward

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



Empath

Give a finger signal.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



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

**Poppy Grower**

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

**Courtier**

The Courtier might choose a character. ☉☉

**Organ Grinder**

The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ☉
If they shake their head, remove their **DRUNK** reminder.

**Leviathan**

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☉

**Godfather**

If an Outsider died today, the Godfather chooses a player. ☉

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☉

**Banshee**

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉
Publicly announce that the Banshee died.

**Empath**

Give a finger signal.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Town Crier**

Either nod or shake your head.

**Juggler**

Give a finger signal.

**Dawn**

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