

TOWNSFOLK



**Knight**

You start knowing 2 players that are not the Demon.



**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.



**Town Crier**

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



**Oracle**

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



**Empath**

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



**Village Idiot**

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



**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.



**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.



**Farmer**

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



**Magician**

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

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.



**Plague Doctor** 

If you die, the Storyteller gains a Minion ability.



**Mutant**

If you are "mad" about being an Outsider, you might be executed.

MINIONS



**Mezpheles**

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



**Godfather**

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



**Poisoner**

Each night, choose a player: they are poisoned tonight and tomorrow day.



**Marionette**

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



**Vigormortis**

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



**Lleech**

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



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.  
Put the Minions to sleep. Wake the Demon.  
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.  
Put the Demon to sleep.



Lleech

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



Poisoner

The Poisoner chooses a player. ☹



Godfather

Show the character tokens of all in-play Outsiders.



Mezpheles

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



Pixie

Show the Townsfolk character token marked **MAD**.



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Empath

Give a finger signal.



Fortune Teller

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



Knight

Point to the two players marked **KNOW**. ☹☹



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

Check that all eyes are closed. Some Travellers &amp; 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.

**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. ☹**Poisoner**

The Poisoner chooses a player. ☹

**Mezepheles**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 Mezepheles with the **NO ABILITY** reminder. ☹**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.**No Dashii**

The No Dashii chooses a player. ☹

**Vigormortis**

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

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

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

**Plague Doctor**If the Plague Doctor died, place a Minion character token in the center of the Grimoire.  
Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.**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.**Empath**

Give a finger signal.

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

Either nod or shake your head.

**Oracle**

Give a finger signal.

**Village Idiot**Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.**Dawn**

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