

TOWNSFOLK



Steward

You start knowing
1 good player.



Investigator

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



Grandmother

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



Shugenja

You start knowing if your closest evil player
is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.



Pixie

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



Innkeeper

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



Village Idiot

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



Cult Leader

Each night, you become the alignment of an alive neighbor.
If all good players choose to join your cult, your team wins.



Gossip

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



Slayer

Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.



Soldier

You are safe
from the Demon.



Alchemist

You have a Minion ability.
When using this,
the Storyteller may prompt you to choose differently.



Pacifist

Executed good players
might not die.



Ogre

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



Lunatic

You think you are a Demon, but you are not.
The Demon knows who you are
& who you choose at night.



Plague Doctor

If you die,
the Storyteller gains a Minion ability.



Hatter

If you died today or tonight,
the Minion & Demon players
may choose new Minion & Demon characters to be.



Spy

Each night, you see the Grimoire.
You might register as good
& as a Townsfolk or Outsider, even if dead.



Witch

Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.



Marionette

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



Scarlet Woman

If there are 5 or more players alive
& the Demon dies, you become the Demon.
(Travellers don't count)



Imp

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



Vortex

Each night*, choose a player: they die.
Townsfolk abilities yield false info.
Each day, if no-one is executed, evil wins.



Po

Each night*, you may choose a player: they die.
If your last choice was no-one,
choose 3 players tonight.



Riot

On day 3, Minions become Riot
& nominees die but nominate an alive player immediately.
This must happen.

*Not the
first night

OUTSIDERS

MINIONS

DEMONS



Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. Ⓢ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).



Minion Info

If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.



Lunatic

If there are 7 or more players, wake the Lunatic:
Show the **THESE ARE YOUR MINIONS** token. Point to any players.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
Put the Lunatic to sleep. Wake the Demon.
Show the **YOU ARE** info token and the Demon token.
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



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.



Spy

Show the Grimoire to the Spy for as long as they need.



Witch

The Witch chooses a player. Ⓢ



Steward

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



Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



Grandmother

Point to the grandchild player & show their character token.



Shugenja

Point your finger horizontally in the direction of the closest evil player.
If the two closest evil players are equidistant, point your finger horizontally in either direction.



Pixie

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



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.



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)



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.



Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



Spy

Show the Grimoire to the Spy for as long as they need.



Witch

The Witch chooses a player. ☹



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

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.

Po

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹☹*



Vortex

The Vortex 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.

Hatter

If the Hatter died, wake the Minions and Demon:
Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
Each player may point to another character of the same type as their current character.
If a second player would end up with the same character as another player:
Shake your head no and gesture for them to choose again.
Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
Change each player to the character they chose.

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. ☹

Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☹



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.

Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)

Dawn

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