

TOWNSFOLK



Washerwoman

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Flowergirl

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



Town Crier

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



High Priestess

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



Sailor

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



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Lycanthrope

Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



Gossip

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Courtier

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



Poppy Grower

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

OUTSIDERS



Hatter

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



Politician

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



Snitch

Each Minion gets 3 bluffs.



Heretic

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

MINIONS



Poisoner

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



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Psychopath

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



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.



Po

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



Leech

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



Lord Of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Riot

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

*Not the first night

DEMONS



Dusk

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



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.

Sailor

The Sailor chooses a living player. ☉



Preacher

The Preacher chooses a player. If they choose a Minion:

Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Courtier

The Courtier might choose a character. ☉☉



Poisoner

The Poisoner chooses a player. ☉



Engineer

If the Engineer points to a Demon or Minions on their character sheet:

Swap all appropriate character tokens with new character tokens.

Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.Mark the Engineer with the **NO ABILITY** reminder token. ☉

Devil's Advocate

The Devil's Advocate chooses a living player. ☉



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.

Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:

Mark them with the **DEAD** reminder. ☉ Demon doesn't kill tonight.

Lleech

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

Po

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



Lord Of Typhon

The Lord of Typhon chooses a player. ☉



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.



High Priestess

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



General

If you believe that the good team is winning, give a thumbs up.

If you believe that the evil team is winning, give a thumbs down.

If you don't know which team is winning, give a thumbs to the side.



Town Crier

Either nod or shake your head.



Dawn

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