

TOWNSFOLK



**Knight**

You start knowing 2 players that are not the Demon.



**Washerwoman**

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



**Pixie**

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



**Undertaker**

Each night\*, you learn which character died by execution today.



**Empath**

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



**High Priestess**

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



**Monk**

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



**Acrobat**

Each night\*, choose a player: if they are drunk or poisoned, you die.



**Lycanthrope**

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

OUTSIDERS



**Butler**

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



**Hatter**

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



**Lunatic**

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



**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.



**Marionette**

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



**Witch**

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



**Vizier**

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

DEMONS



**Yaggababble**

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



**Fang Gu**

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. **[+1 Outsider]**



**No Dashii**

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



**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 &amp; Fabled act.

**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. ☹

**Acrobat**The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☹**Monk**

The Monk chooses a player. ☹

**Witch**

The Witch chooses a player. ☹

**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).**Lycanthrope**The Lycanthrope points to a player. If the chosen player is good:  
Mark them with the **DEAD** reminder. ☹ Demon doesn't kill tonight.**Fang Gu**The Fang Gu chooses a player. ☹ If they chose an Outsider (once only):  
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.  
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☹**No Dashii**

The No Dashii chooses a player. ☹

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☹**Yaggababble**For each time the Yaggababble publicly said their phrase:  
You may place a **DEAD** token next to a living 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.**Empath**

Give a finger signal.

**Undertaker**

If a player was executed today, show their character token.

**Butler**

The Butler chooses a player. ☹

**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 &amp; immediately say who died.