

TOWNSFOLK



Steward

You start knowing
1 good player.



Investigator

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



Washerwoman

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



Undertaker

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



Innkeeper

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



Monk

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



Chambermaid

Each night, choose 2 alive players (not yourself):
you learn how many woke tonight due to their
ability.



Village Idiot

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



Savant

Each day, you may visit the Storyteller
to learn two things in private:
1 is true & 1 is false.



Courtier

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



Fisherman

Once per game, during the day,
visit the Storyteller for some advice
to help your team win.



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.

OUTSIDERS



Goon

Each night, the 1st player to choose you
with their ability is drunk until dusk.
You become their alignment.



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.

MINIONS



Devil's Advocate

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



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]



Boondandy

If you are executed, all but 3 players die.
After a 10 to 1 countdown,
the player with the most players pointing at them, dies.

DEMONS



Zombuul

Each night*, if no-one died today,
choose a player: they die.
The 1st time you die, you live but register as dead.



Vortex

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



Vigormortis

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



Leviathan

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

*Not the
first night



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



Dusk

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



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.



Courtier

The Courtier might choose a character. ☹☹



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Witch

The Witch chooses a player. ☹



Leviathan

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



Steward

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



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Investigator

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



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.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



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

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Courtier**

The Courtier might choose a character. ☉☉

**Monk**

The Monk chooses a player. ☉

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☉

**Witch**

The Witch chooses a player. ☉

**Zombuul**

If no one died today, the Zombuul chooses a player. ☉

**Vigormortis**

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

**Vortex**

The Vortex chooses a player. ☉

**Leviathan**

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

**Moonchild**

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

**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.

**Undertaker**

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

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

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