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]

Boomdandy
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.

Vortox
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

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

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. ◎

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.

Steward | Point to the player 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.

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

Dawn | Wait a few seconds. Call for eyes open.

Leviathan | Mark the Leviathan with the **DAY 1** reminder. ◎

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

Courtier — The Courtier might choose a character. ◎◎

Innkeeper — The Innkeeper chooses 2 players. ◎◎◎

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. ◎

Vortox — The Vortox chooses a player. ◎

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

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

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

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 & immediately say who died.

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