

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.



**Undertaker**

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



**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]



**Mathematician** ✓

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



**Savant**

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



**Alsaahir**

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



**Seamstress**

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



**Philosopher**

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



**Artist**

Once per game, during the day, privately ask the Storyteller any yes/no question.



**Farmer**

If you die at night, an alive good player becomes a Farmer.

OUTSIDERS



**Sweetheart**

When you die, 1 player is drunk from now on.



**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



**Barber**

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



**Mutant**

If you are "mad" about being an Outsider, you might be executed.

MINIONS



**Harpy**

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



**Fearmonger**

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



**Wizard**

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



**Goblin**

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS



**Po**

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



**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



**Fang Gu**

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

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ☉

**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.**Wizard**

Run the Wizard's ability, if applicable.

**Fearmonger**The Fearmonger picks a player:  
Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."**Harpy**The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.**Pukka**

The Pukka chooses a player. ☉

**Clockmaker**

Give a finger signal.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ☉

**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.

**Mathematician**

Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open.

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

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ☉
	<b>Wizard</b>	Run the Wizard's ability, if applicable.
	<b>Monk</b>	The Monk chooses a player. ☉
	<b>Fearmonger</b>	The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder: Mark the chosen player with the <b>FEAR</b> reminder. ☉ Declare that "The Fearmonger has chosen a player."
	<b>Harpy</b>	The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.
	<b>Pukka</b>	The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉*
	<b>Fang Gu</b>	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☉
	<b>Barber</b>	If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token & their new character token.
	<b>Sweetheart</b>	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉
	<b>Farmer</b>	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ☉
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Flowergirl</b>	Either nod or shake your head.
	<b>Seamstress</b>	The Seamstress might choose 2 players. Nod or shake your head. ☉
	<b>Village Idiot</b>	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.
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Mathematician</b>	Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.
	<b>Leviathan</b>	Mark the Leviathan with either the <b>DAY 2</b> , <b>DAY 3</b> , <b>DAY 4</b> , or <b>DAY 5</b> reminder. ☉