

TOWNSFOLK



Noble

You start knowing 3 players,
1 and only 1 of which is evil.



Pixie

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



Innkeeper

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



Balloonist

Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]



General

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



King

Each night, if the dead equal or outnumber the living,
you learn 1 alive character.
The Demon knows you are the King.



Lycanthrope

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



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.



Farmer

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



Choirboy

If the Demon kills the King,
you learn which player is the Demon.
[+ the King]



Mayor

If only 3 players live & no execution occurs,
your team wins.
If you die at night, another player might die instead.



Magician

The Demon thinks you are a Minion.
Minions think you are a Demon.

OUTSIDERS



Drunk

You do not know you are the Drunk.
You think you are a Townsfolk character,
but you are not.



Golem

You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.



Saint

If you die by execution,
your team loses.



Politician

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

MINIONS



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.



Scarlet Woman

If there are 5 or more players alive
& the Demon dies, you become the Demon.
(Travellers don't count)



Xaan

On night X,
all Townsfolk are poisoned until dusk.
[X Outsiders]



Po

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



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]

*Not the
first night

DEMONS



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



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
Put the Minions to sleep. Wake the Demon.
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



Lycanthrope

Place the **FAUX PAW** reminder ☹ next to a good player.



Xaan

Add the **NIGHT** reminder token that matches the current night. ☹
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ☹ Remove it the following dusk.



Noble

Point to all three players marked **KNOW**.



Pixie

Show the Townsfolk character token marked **MAD**.



Balloonist

Point to a player (alive or dead).
Place the **SEEN** token next to the shown player. ☹



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.



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. ☉☉☉

**Xaan**

Add the **NIGHT** reminder token that matches the current night. ☉
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.

**Scarlet Woman**

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

**Lycanthrope**

The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ☉ Demon doesn't kill tonight.

**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. ☉☉

**Po**

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

**Vortex**

The Vortex chooses a player. ☉

**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. ☉

**Farmer**

If the Farmer died tonight:
Wake an alive good player.
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
Replace their previous character token with a Farmer character token.

**Choirboy**

If the Demon killed the King, wake the Choirboy. Point to the Demon player.

**Balloonist**

Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next to the shown player. ☉

**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.

**King**

If the number of dead players is equal to or exceeds the number of alive players:
Wake the King. Show one alive character token. Put the King to sleep.

**Dawn**

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