

TOWNSFOLK


Investigator

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


Town Crier

Each night*, you learn if a Minion nominated today.


Empath

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


Acrobat

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


Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.


Chambermaid

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


Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.


King

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


Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.


Artist

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


Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.


Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.


Mayor

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

OUTSIDERS


Sweetheart

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


Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.


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


Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.


Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]


Vizier

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


Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.


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.


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]

DEMONS

*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



Boffin

Wake the Boffin and the Demon.
Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon 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.



Summoner

Place the **NIGHT 1** reminder. ☹
Show the Summoner 3 not-in-play characters as bluffs.



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.



Sailor

The Sailor chooses a living player. ☹



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
Put the old Snake Charmer to sleep. Wake the old Demon.
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☹



Cerenovus

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



Pukka

The Pukka chooses a player. ☹



Investigator

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



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Chambermaid

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



Dawn

Wait a few seconds. Call for eyes open.



Vizier

Declare that the Vizier is in play, and which player it is.



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



Sailor

The Sailor chooses a living player. ☉



Acrobat

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

Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:
 Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
 Put the old Snake Charmer to sleep. Wake the old Demon.
 Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☉



Cerenovus

The Cerenovus chooses a player & a character. ☉ Put the Cerenovus to sleep. Wake the target.
 Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



Summoner

On night two, place the **NIGHT 2** reminder. ☉
 On night three, place the **NIGHT 3** reminder ☉ and wake the Summoner:
 They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
 Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
 Show the **YOU ARE** info token, then give a thumbs down.
 Replace their character token with the Demon token and put the new Demon to sleep.



Zombuul

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



Pukka

The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉



Po

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



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. ☉



Barber

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens
 If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.



Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉
 Publicly announce that the Banshee died.



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Town Crier

Either nod or shake your head.



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.



Chambermaid

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



Dawn

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