

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.



Shugenja

You start knowing if your closest evil player
is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.



Bounty Hunter

You start knowing 1 evil player.
If the player you know dies, you learn another
evil player tonight. **[1 Townsfolk is evil]**



Undertaker

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



Empath

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



Gambler

Each night*, choose a player & guess their character:
if you guess wrong, you die.



Dreamer

Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.



Nightwatchman

Once per game, at night, choose a player:
they learn you are the Nightwatchman.



Courtier

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



Professor

Once per game, at night*, choose a dead player:
if they are a Townsfolk, they are resurrected.



Ravenkeeper

If you die at night,
you are woken to choose a player:
you learn their character.



Recluse

You might register as evil & as a Minion or Demon,
even if dead.



Sweetheart

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



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.



Fearmonger

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



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.



Marionette

You think you are a good character but you are not.
The Demon knows who you are.
[You neighbor the Demon]



Boffin

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



Shabaloth

Each night*, choose 2 players: they die.
A dead player you chose last night might be
regurgitated.



Vigormortis

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



Ojo

Each night*, choose a character: they die.
If they are not in play,
the Storyteller chooses who dies.



Legion

Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. **[Most players are Legion]**

*Not the
first night

OUTSIDERS

MINIONS

DEMONS

**Dusk**

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

**Courtier**

The Courtier might choose a character. ☉☉

**Gambler**

The Gambler chooses a player & a character. ☉

**Fearmonger**The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."**Legion**

You may decide a player that dies. (Once per living Legion) ☉

**Shabaloth**

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉

**Vigormortis**

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

**Ojo**The Ojo points to a role. If a player has that role, they die. ☉
If the role is out of play, the Storyteller chooses any number of players that die. ☉**Sweetheart**

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

**Professor**

The Professor might choose a dead player. ☉☉

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Empath**

Give a finger signal.

**Undertaker**

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

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Bounty Hunter**If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ☉**Nightwatchman**If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉**Dawn**

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