

TOWNSFOLK



Steward

You start knowing
1 good player.



Clockmaker

You start knowing how many steps
from the Demon to its nearest Minion.



Grandmother

You start knowing a good player & their character.
If the Demon kills them, you die too.



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.



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]



Exorcist

Each night*, choose a player (different to last night):
the Demon, if chosen, learns who you are
then doesn't wake tonight.



Gossip

Each day, you may make a public statement.
Tonight, if it was true, a player dies.



Courtier

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



Sage

If the Demon kills you,
you learn that it is 1 of 2 players.



Tea Lady

If both your alive neighbors are good,
they can't die.



Pacifist

Executed good players
might not die.

OUTSIDERS



Goon

Each night, the 1st player to choose you
with their ability is drunk until dusk.
You become their alignment.



Golem

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



Klutz

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



Heretic

Whoever wins, loses & whoever loses, wins,
even if you are dead.

MINIONS



Harpy

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



Psychopath

Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.



Widow

On your 1st night, look at the Grimoire
& choose a player: they are poisoned.
1 good player knows a Widow is in play.



Boondandy

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.



No Dashii

Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.



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.



Riot

On day 3, Minions become Riot
& nominees die but nominate an alive player immediately.
This must happen.

DEMONS

*Not the
first night



Dusk

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



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.



Courtier

The Courtier might choose a character. ☹☹



Widow

Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



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. ☹



Steward

Point to the player marked **KNOW**. ☹



Clockmaker

Give a finger signal.



Grandmother

Point to the grandchild player & 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.



Bounty Hunter

Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



Chambermaid

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



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Courtier**

The Courtier might choose a character. ☹☹

**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.**Exorcist**The Exorcist chooses a player. ☹ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.**Pukka**

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

**No Dashii**

The No Dashii chooses a player. ☹

**Po**

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

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☹

**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.

**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. ☹**Undertaker**

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

**Chambermaid**

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

**Dawn**

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