

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.



Artist

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



Alchemist

You have a Minion ability.
When using this,
the Storyteller may prompt you to choose differently.



Amnesiac

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



Ravenkeeper

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



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.

OUTSIDERS



Ogre

On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.



Drunk

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



Klutz

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



Saint

If you die by execution,
your team loses.

MINIONS



Assassin

Once per game, at night*, choose a player:
they die, even if for some reason they could not.



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.



Mastermind

If the Demon dies by execution (ending the game),
play for 1 more day.
If a player is then executed, their team loses.



Po

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



Vigormortis

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



Vortex

Each night*, choose a player: they die.
Townsfolk abilities yield false info.
Each day, if no-one is executed, evil wins.



Leech

Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.

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



Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. ☹ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).



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.



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



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.



Ogre

The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.



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. ☹☹☹

**Lycanthrope**

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

**Lleech**

The Lleech chooses a player. Mark them with the **DEAD** token. ☹

**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. ☹

**Assassin**

The Assassin might choose 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. ☹

**Ravenkeeper**

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