

# TOWNSFOLK



## Washerwoman

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



## Clockmaker

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



## Flowergirl

Each night\*, you learn if a Demon voted 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.



## Chambermaid

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



## Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



## Exorcist

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



## Savant

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



## Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



## Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



## Amnesiac

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



## Sage

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

# OUTSIDERS



## Golem

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



## Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



## Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



## Mutant

If you are "mad" about being an Outsider, you might be executed.

# MINIONS



## Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



## Psychopath

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



## 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.



## Shabaloth

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



## 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]



## 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



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



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.



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.



Poisoner

The Poisoner chooses a player. ☹



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Clockmaker

Give a finger signal.



Empath

Give a finger signal.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Chambermaid

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



Mathematician

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



## Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☺



## Poisoner

The Poisoner chooses a player. ☺



## 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.



## 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. ☹



## Vigormortis

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



## Vortex

The Vortex chooses a player. ☺



## Acrobat

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



## 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.



## Hatter

If the Hatter died, wake the Minions and Demon:  
Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.  
Each player may point to another character of the same type as their current character.  
If a second player would end up with the same character as another player:  
Shake your head no and gesture for them to choose again.  
Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.  
Change each player to the character they chose.



## Sage

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



## Empath

Give a finger signal.



## Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☺



## Chambermaid

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



## Mathematician

Give a finger signal.



## Dawn

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