

TOWNSFOLK



Steward

You start knowing
1 good player.



Flowergirl

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



Town Crier

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



Oracle

Each night*, you learn
how many dead players are evil.



Gambler

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



Snake Charmer

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



Mathematician

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



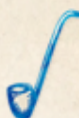
Savant

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.



Artist

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



Juggler

On your 1st day,
publicly guess up to 5 players' characters.
That night, you learn how many you got correct.



Sage

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



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.



Witch

Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.



Cerenovus

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



Pit-Hag

Each night*, choose a player
& a character they become (if not-in-play).
If a Demon is made, deaths tonight are arbitrary.



Evil Twin

You & an opposing player know each other.
If the good player is executed, evil wins.
Good can't win if you both live.



No Dashii

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



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.



Fang Gu

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]

*Not the
first night

OUTSIDERS

MINIONS

DEMONS



Dusk

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



Philosopher

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



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. ☹



Evil Twin

Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.



Witch

The Witch chooses a player. ☹



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



Steward

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



Seamstress

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



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Philosopher

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



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. ☹



Gambler

The Gambler chooses a player & a character. ☹



Witch

The Witch chooses a player. ☹



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



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
 Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



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 Townfolk. ☹☹



No Dashii

The No Dashii chooses a player. ☹



Vortex

The Vortex chooses a player. ☹



Sweetheart

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



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.



Sage

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



Town Crier

Either nod or shake your head.



Oracle

Give a finger signal.



Seamstress

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



Juggler

Give a finger signal.



Mathematician

Give a finger signal.



Dawn

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