

TOWNSFOLK



Steward

You start knowing
1 good player.



Town Crier

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



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.



High Priestess

Each night, learn which player
the Storyteller believes you should talk to most.



General

Each night, you learn which alignment
the Storyteller believes is winning:
good, evil, or neither.



Alsaahir

Once per day, if you publicly guess
which players are Minion(s) and which are Demon(s),
good wins.

OUTSIDERS



Goon

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



Ogre

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



Lunatic

You think you are a Demon, but you are not.
The Demon knows who you are
& who you choose at night.



Hermit

You have all Outsider abilities.
[-0 or -1 Outsider]



Mutant

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



Wizard

Once per game, choose to make a wish.
If granted, it might have a price &
leave a clue as to its nature.



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.



Boffin

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

MINIONS



Cerenovus

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



Fearmonger

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



Imp

Each night*, choose a player: they die.
If you kill yourself this way,
a Minion becomes the Imp.



Shabaloth

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



Pukka

Each night, choose a player: they are poisoned.
The previously poisoned player dies then becomes
healthy.



Vortex

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



Al-Hadikhia

Each night*, you may choose 3 players (all players learn who):
each silently chooses to live or die,
but if all live, all die.

DEMONS

*Not the
first night

**Dusk**

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

**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.

**Lunatic**

If there are 7 or more players, wake the Lunatic:

Show the **THESE ARE YOUR MINIONS** token. Point to any players.

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.

Put the Lunatic to sleep. Wake the Demon.

Show the **YOU ARE** info token and the Demon token.

Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

**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.

**Wizard**

Run the Wizard's ability, if applicable.

**Evil Twin**

Wake both twins. Allow eye contact.

Show the good twin's character token to the Evil Twin & vice versa.

**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

**Fearmonger**

The Fearmonger picks a player:

Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."

**Pukka**

The Pukka chooses a player. ☹

**Empath**

Give a finger signal.

**Steward**

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

**Ogre**

The Ogre points to a player:

If the player is evil, flip the Ogre's token upside down.

**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.

**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.

**Dawn**

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Wizard**

Run the Wizard's ability, if applicable.

**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

**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."

**Lunatic**

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).

**Imp**

The Imp chooses a player. ☉ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.

**Pukka**

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

**Shabaloth**

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

**Vortex**

The Vortex chooses a player. ☉

**Al-Hadikhia**

The Al-Hadikhia points at three players: Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**. Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three.

**Empath**

Give a finger signal.

**Undertaker**

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

**Town Crier**

Either nod or shake your head.

**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.

**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.

**Dawn**

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