

# 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.



## Fisherman

Once per game, during the day,  
visit the Storyteller for some advice  
to help your team win.



## 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.

# OUTSIDERS



## Tinker

You might die  
at any time.



## 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.

# MINIONS



## 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.



## Ojo

Each night\*, choose a character: they die.  
If they are not in play,  
the Storyteller chooses who dies.



## 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.



## 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



## Seamstress

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



## Steward

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



## Mathematician

Give a finger signal.



## Dawn

Wait a few seconds. Call for eyes open.





Dusk

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



Philosopher

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



Gambler

The Gambler chooses a player &amp; a character. ☹



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. ☹



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. ☹



No Dashii

The No Dashii chooses a player. ☹



Vigormortis

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



Ojo

The Ojo points to a role. If a player has that role, they die. ☹  
 If the role is out of play, the Storyteller chooses any number of players that die. ☹



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.



Sweetheart

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



Sage

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



Tinker

The Tinker might die. ☹



Flowergirl

Either nod or shake your head.



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 &amp; immediately say who died.