

TOWNSFOLK



Noble
You start knowing 3 players,
1 and only 1 of which is evil.



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



Shugenja
You start knowing if your closest evil player
is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.



Bounty Hunter
You start knowing 1 evil player.
If the player you know dies, you learn another
evil player tonight. **[1 Townsfolk is evil]**



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]



Village Idiot
Each night, choose a player:
you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]



Dreamer
Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.



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



Farmer
If you die at night,
an alive good player becomes a Farmer.



Banshee
If the Demon kills you, all players learn this.
From now on, you may nominate twice per day
and vote twice per nomination.



Magician
The Demon thinks you are a Minion.
Minions think you are a Demon.



Pacifist
Executed good players
might not die.

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.



Saint
If you die by execution,
your team loses.



Damsel
All Minions know you are in play.
If a Minion publicly guesses you (once),
your team loses.

MINIONS



Mezpheles
You start knowing a secret word.
The 1st good player to say this word
becomes evil that night.



Godfather
You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]



Boomdandy
If you are executed, all but 3 players die.
After a 10 to 1 countdown,
the player with the most players pointing at them, dies.



Organ Grinder
All players keep their eyes closed when voting
and the vote tally is secret.
Each night, choose if you are drunk until dusk.



Baron
There are extra Outsiders in play.
[+2 Outsiders]

DEMONS



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



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



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

*Not the first night



Dusk

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



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
 Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
 Put the Minions to sleep. Wake the Demon.
 Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.
 Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



Godfather

Show the character tokens of all in-play Outsiders.



Organ Grinder

The Organ Grinder either nods or shakes their head:
 If they nod their head, mark them with the **DRUNK** reminder. ☹
 If they shake their head, remove their **DRUNK** reminder.



Mezpheles

Show a single word on a piece of paper, phone, or other device.



Pukka

The Pukka chooses a player. ☹



Damsel

Wake each Minion. Show the Damsel token.



Washerwoman

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



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Noble

Point to all three players marked **KNOW**.



Balloonist

Point to a player (alive or dead).
 Place the **SEEN** token next to the shown player. ☹



Shugenja

Point your finger horizontally in the direction of the closest evil player.
 If the two closest evil players are equidistant, point your finger horizontally in either direction.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
 Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



Bounty Hunter

Wake any player with a Townsfolk character:
 Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
 Turn their token upside-down. (This shows they are evil.)
 Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



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.
	Innkeeper	The Innkeeper chooses 2 players. ☉☉☉
	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. ☉ If they shake their head, remove their DRUNK reminder.
	Mezpheles	If a player is marked with the TURNS EVIL reminder: Wake them. Show the YOU ARE info token then give a thumbs down. Put them to sleep. Turn their character token upside down. (This shows they are now evil.) Mark the Mezpheles with the NO ABILITY reminder. ☉
	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. ☉
	Vigormortis	The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉
	Godfather	If an Outsider died today, the Godfather chooses a player. ☉
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ☉ Publicly announce that the Banshee died.
	Damsel	TBD
	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	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. ☉
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. ☉
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.