

TOWNSFOLK



Steward

You start knowing
1 good player.



Town Crier

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



Oracle

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



Empath

Each night, you learn how many
of your 2 alive neighbours are evil.



Chambermaid

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



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.



Dreamer

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



Fortune Teller

Each night, choose 2 players:
you learn if either is a Demon.
There is a good player that registers as a Demon to you.



Savant

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



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.

OUTSIDERS



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.



Damsel

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

MINIONS



Cerenovus

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



Summoner

You get 3 bluffs.
On the 3rd night, choose a player:
they become an evil Demon of your choice. [No Demon]



Goblin

If you publicly claim to be the Goblin
when nominated & are executed that day,
your team wins.



Mastermind

If the Demon dies by execution (ending the game),
play for 1 more day.
If a player is then executed, their team loses.



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.



Vigormortis

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



Lord Of Typhon

Each night*, choose a player: they die.
[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]

DEMONS

*Not the
first night



Dusk

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



Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



Minion Info

If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.



Summoner

Place the **NIGHT 1** reminder. ☉
Show the Summoner 3 not-in-play characters as bluffs.



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. ☉



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



Pukka

The Pukka chooses a player. ☉



Damsel

Wake each Minion. Show the Damsel token.



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Dreamer

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



Steward

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



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.



Dusk

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



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. ☹



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



Summoner

On night two, place the **NIGHT 2** reminder. ☹
 On night three, place the **NIGHT 3** reminder ☹ and wake the Summoner:
 They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
 Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
 Show the **YOU ARE** info token, then give a thumbs down.
 Replace their character token with the Demon token and put the new Demon to sleep.



Pukka

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



Vortex

The Vortex chooses a player. ☹



Lord Of Typhon

The Lord of Typhon chooses a player. ☹



Vigormortis

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



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.



Damsel

TBD



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Dreamer

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



Town Crier

Either nod or shake your head.



Oracle

Give a finger signal.



Juggler

Give a finger signal.



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.