

TOWNSFOLK



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Flowergirl

Each night*, you learn if a Demon voted 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.



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.



Alsaahir

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



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.



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.



Banshee

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

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.



Damsel

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

MINIONS



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Baron

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



Boffin

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



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]



Fang Gu

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



Riot

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

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.



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.



Engineer

If the Engineer points to a Demon or Minions on their character sheet:

Swap all appropriate character tokens with new character tokens.

Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to

Mark the Engineer with the **NO ABILITY** reminder token. ☹



Damsel

Wake each Minion. Show the Damsel token.



Clockmaker

Give a finger signal.



Seamstress

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



Spy

Show the Grimoire to the Spy for as long as they need.



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. ☹



Engineer

If the Engineer points to a Demon or Minions on their character sheet:

Swap all appropriate character tokens with new character tokens.

Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them toMark the Engineer with the **NO ABILITY** reminder token. ☹

Gambler

The Gambler chooses a player & a character. ☹



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. ☹☹



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.



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹

Publicly announce that the Banshee died.



Damsel

TBD



Tinker

The Tinker might die. ☹



Flowergirl

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.



Spy

Show the Grimoire to the Spy for as long as they need.



Mathematician

Give a finger signal.



Dawn

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