

TOWNSFOLK



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



Investigator
You start knowing that 1 of 2 players
is a particular Minion.



Grandmother
You start knowing a good player & their character.
If the Demon kills them, you die too.



Undertaker
Each night*, you learn which character
died by execution today.



Innkeeper
Each night*, choose 2 players:
they can't die tonight, but 1 is drunk until dusk.



Monk
Each night*, choose a player (not yourself):
they are safe from the Demon tonight.



Preacher
Each night, choose a player:
a Minion, if chosen, learns this.
All chosen Minions have no ability.



Professor
Once per game, at night*, choose a dead player:
if they are a Townsfolk, they are resurrected.



Huntsman
Once per game, at night, choose a living player:
the Damsel, if chosen, becomes a not-in-play Townsfolk.
[+the Damsel]



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.



Mayor
If only 3 players live & no execution occurs,
your team wins.
If you die at night, another player might die instead.



Poppy Grower
Minions & Demons do not know each other.
If you die, they learn who each other are that night.

OUTSIDERS



Sweetheart
When you die,
1 player is drunk from now on.



Barber
If you died today or tonight, the Demon may choose
2 players (not another Demon) to swap characters.



Saint
If you die by execution,
your team loses.



Puzzlemaster
1 player is drunk, even if you die.
If you guess (once) who it is, learn the Demon player,
but guess wrong & get false info.

MINIONS



Witch
Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.



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.



Assassin
Once per game, at night*, choose a player:
they die, even if for some reason they could not.



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

DEMONS



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



Lil' Monsta 
Each night, Minions choose
who babysits Lil' Monsta & 'is the Demon'.
Each night*, a player might die. [+1 Minion]



Kazali 
Each night*, choose a player: they die.
[You choose which players are which Minions.
-? to +? Outsiders]



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

*Not the
first night

**Dusk**

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

**Kazali**

The Kazali points at a player and a Minion on the character sheet.
Replace their old character token with the Minion token. Wake the player.
Show them the **You Are** info token then the Minion character token, and give a thumbs down.
Repeat until the normal number of Minions exist.
Put the Kazali to sleep.

**Poppy Grower**

Wake the Demon.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.

**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.

**Preacher**

The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

**Lil' Monsta**

Instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹

**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.

**Witch**

The Witch chooses a player. ☹

**Huntsman**

If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ☹
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

**Investigator**

Show the Minion character token. Point to both the **MINION** and **WRONG** players.

**Grandmother**

Point to the grandchild player & show their character token.

**Noble**

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

**Dawn**

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Poppy Grower**

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
 Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
 Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

**Preacher**

The Preacher chooses a player. If they choose a Minion:
 Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
 Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Monk**

The Monk chooses a player. ☹

**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.

**Witch**

The Witch chooses a player. ☹

**Vortex**

The Vortex chooses a player. ☹

**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. ☹

**Lil' Monsta**

The minions pick a player. Put them back to sleep, and then:
 Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
 Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹
 Place the **DEAD** token beside any living player. ☹

**Kazali**

The Kazali chooses a player. ☹

**Assassin**

The Assassin might choose a player. ☹☹

**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. ☹

**Professor**

The Professor might choose a dead player. ☹☹

**Huntsman**

If the Huntsman points to a player:
 Put them to sleep. Mark them with the **NO ABILITY** token. ☹
 If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
 Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☹

**Undertaker**

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

**Juggler**

Give a finger signal.

**Dawn**

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