

TOWNSFOLK



Steward
You start knowing
1 good player.



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



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]**



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



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



Gambler
Each night*, choose a player & guess their character:
if you guess wrong, you die.



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



Nightwatchman
Once per game, at night, choose a player:
they learn you are the Nightwatchman.



Courtier
Once per game, at night, choose a character:
they are drunk for 3 nights & 3 days.



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



Ravenkeeper
If you die at night,
you are woken to choose a player:
you learn their character.

OUTSIDERS



Goon
Each night, the 1st player to choose you
with their ability is drunk until dusk.
You become their alignment.



Golem
You may only nominate once per game.
When you do, if the nominee is not the Demon,
they die.



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



Saint
If you die by execution,
your team loses.

MINIONS



Harpy
Each night, choose 2 players:
tomorrow, the 1st player is mad that the 2nd is evil,
or one or both might die.



Marionette
You think you are a good character but you are not.
The Demon knows who you are.
[You neighbor the 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.

DEMONS



Shabaloth
Each night*, choose 2 players: they die.
A dead player you chose last night might be
regurgitated.



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



Legion
Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. **[Most players are Legion]**



Lleech 
Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.

*Not the
first night

**Dusk**

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

**Courtier**

The Courtier might choose a character. ☉☉

**Gambler**

The Gambler chooses a player & a character. ☉

**Harpy**The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.**Legion**

You may decide a player that dies. (Once per living Legion) ☉

**Shabaloth**

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉

**Vigormortis**

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

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** 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. ☉☉

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Empath**

Give a finger signal.

**Undertaker**

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

**Dreamer**

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

**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. ☉**Nightwatchman**

If the Nightwatchman points at a player:

Put the Nightwatchman to sleep.

Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.

Point to the Nightwatchman player. Put the chosen player back to sleep.

Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉

**Dawn**

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