

TOWNSFOLK



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Shugenja

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



Empath

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



Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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.



Monk

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Fisherman

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



Soldier

You are safe from the Demon.



Farmer

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

OUTSIDERS



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Mutant

If you are "mad" about being an Outsider, you might be executed.



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



Spy

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



Witch

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



Cerenovus

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



Imp

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



Vortex

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



Djinn

Use the Djinn's special rule. All players know what it is.



If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.



If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.



Sentinel

There might be 1 extra or 1 fewer Outsider in play.

RECOMMENDED TRAVELLERS



Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Butcher

Each day, after the 1st execution, you may nominate again.



Deviant

If you were funny today, you cannot die by exile.



Gnome

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

PLAYERS	5	6	7	8	9	10	11	12	13	14	15 ⁺
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

**Dusk**

Start the Night Phase.

**Minion Info**

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

**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.

**Witch**

The Witch chooses a player. ●

**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.

**Librarian**

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

**Empath**

Give a finger signal.

**Fortune Teller**

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

**Seamstress**

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

**Balloonist**

Point to any player. ●

**Shugenja**

Point clockwise or anticlockwise.

**Spy**

Show the Grimoire for as long as the Spy needs.

**Mathematician**

Give a finger signal.

**Dawn**

Wait for a few seconds. End the Night Phase.

OTHER NIGHTS



Dusk
Start the Night Phase.



Monk
The Monk chooses a player. ●



Witch
The Witch chooses a player. ●



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.



Scarlet Woman
If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.



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.



No Dashii
The No Dashii chooses a player. ●



Vortex
The Vortex chooses a player. ●



Plague Doctor
If the Plague Doctor died, the Storyteller gained a Minion ability. If you haven't done this yet, do so now. ●



Farmer
If the Farmer died tonight, wake a living good player. Show the **YOU ARE** info token and a Farmer token.



Empath
Give a finger signal.



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



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



Balloonist
Point to a player with a different character type to the previously shown player. ●



Spy
Show the Grimoire for as long as the Spy needs.



Mathematician
Give a finger signal.



Dawn
Wait for a few seconds. End the Night Phase.