

TOWNSFOLK



### Steward

You start knowing  
1 good player.



### Grandmother

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



### Librarian

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



### Flowergirl

Each night\*, you learn  
if a Demon voted today.



### Acrobat

Each night\*, choose a player:  
if they are drunk or poisoned,  
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.



### Exorcist

Each night\*, choose a player (different to last night):  
the Demon, if chosen, learns who you are  
then doesn't wake tonight.



### Philosopher

Once per game, at night,  
choose a good character: gain that ability.  
If this character is in play, they are drunk.



### 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.



### Amnesiac

You do not know what your ability is.  
Each day, privately guess what it is:  
you learn how accurate you are.



### Sage

If the Demon kills you,  
you learn that it is 1 of 2 players.



### Tea Lady

If both your alive neighbors are good,  
they can't die.

OUTSIDERS



### Drunk

You do not know you are the Drunk.  
You think you are a Townsfolk character,  
but you are not.



### Moonchild

When you learn that you died,  
publicly choose 1 alive player.  
Tonight, if it was a good player, they die.



### Barber

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



### Politician

If you were the player most responsible for your team losing,  
you change alignment & win,  
even if dead.

MINIONS



### Poisoner

Each night, choose a player:  
they are poisoned tonight and tomorrow day.



### Witch

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



### Psychopath

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



### Marionette

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

DEMONS



### Shabaloth

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



### Legion

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



### 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]



### Leviathan

If more than 1 good player is executed, evil wins.  
All players know you are in play.  
After day 5, evil wins.

\*Not the  
first night





## Dusk

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



## Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



## 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.



## 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.



## Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.



## Poisoner

The Poisoner chooses a player. ☹



## Witch

The Witch chooses a player. ☹



## Librarian

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



## Grandmother

Point to the grandchild player & show their character token.



## 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**. ☹



## Dawn

Wait a few seconds. Call for eyes open.



## Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☹





## Dusk

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



## Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



## Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



## Poisoner

The Poisoner chooses a player. ☹



## Acrobat

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☹



## Witch

The Witch chooses a player. ☹



## Exorcist

The Exorcist chooses a player. ☹ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.



## 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. ☹☹



## Lord Of Typhon

The Lord of Typhon chooses 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.



## Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



## Moonchild

If the Moonchild is due to kill a good player, they die. ☹



## Grandmother

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



## Dreamer

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



## Flowergirl

Either nod or shake your head.



## Juggler

Give a finger signal.



## Dawn

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



## Leviathan

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☹