

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Chef

You start knowing how many pairs  
of evil players there are.



## Librarian

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



## Gambler

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



## General

Each night, you learn which alignment  
the Storyteller believes is winning:  
good, evil, or neither.



## Village Idiot

Each night, choose a player:  
you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]



## 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.



## Nightwatchman

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



## Amnesiac

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



## Minstrel

When a Minion dies by execution, all other players  
(except Travellers) are drunk until dusk tomorrow.



## Tea Lady

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



## Virgin

The 1st time you are nominated,  
if the nominator is a Townsfolk,  
they are executed immediately.

# OUTSIDERS



## Drunk

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



## Golem

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



## Saint

If you die by execution,  
your team loses.



## Hatter

If you died today or tonight,  
the Minion & Demon players  
may choose new Minion & Demon characters to be.

# MINIONS



## Godfather

You start knowing which Outsiders are in play.  
If 1 died today, choose a player tonight: they die.  
[-1 or +1 Outsider]



## Poisoner

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



## Evil Twin

You & an opposing player know each other.  
If the good player is executed, evil wins.  
Good can't win if you both live.



## 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.

# DEMONS



## Yaggababble

You start knowing a secret phrase.  
For each time you said it publicly today,  
a player might die.



## Shabaloth

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



## Lil' Monsta

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



## 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]

\*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.



Yaggababble

Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.



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.



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. ☹



Poisoner

The Poisoner chooses a player. ☹



Godfather

Show the character tokens of all in-play Outsiders.



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.



Evil Twin

Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.



Librarian

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



Chef

Give a finger signal.



Fortune Teller

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



Steward

Point to the player marked **KNOW**. ☹



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



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. ☹



General

If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.



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.



## Amnesiac

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



## Poisoner

The Poisoner chooses a player. ☹



## Gambler

The Gambler chooses a player & a character. ☹



## 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.



## Shabaloth

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



## Lord Of Typhon

The Lord of Typhon chooses a player. ☹



## 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. ☹



## Yaggababble

For each time the Yaggababble publicly said their phrase:  
You may place a **DEAD** token next to a living player. ☹



## Godfather

If an Outsider died today, the Godfather chooses a player. ☹



## Hatter

If the Hatter died, wake the Minions and Demon:  
Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.  
Each player may point to another character of the same type as their current character.  
If a second player would end up with the same character as another player:  
Shake your head no and gesture for them to choose again.  
Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.  
Change each player to the character they chose.



## Fortune Teller

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



## Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



## 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. ☹



## General

If you believe that the good team is winning, give a thumbs up.  
If you believe that the evil team is winning, give a thumbs down.  
If you don't know which team is winning, give a thumbs to the side.



## Mathematician

Give a finger signal.



## Dawn

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