

TOWNSFOLK



Forward
You start knowing
1 good player.



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



Warden
You start knowing that 1 of 2 players
is a particular Townsfolk.



Noble
Each night, choose an alive player
other than you or they are drunk until dawn.
You can't die.



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



Detective
Each night, choose a player (not yourself or Townsfolk)
you know 1 good and 1 evil character,
1 of which is correct.



King
Each night, if the dead equal or outnumber the living,
you learn 1 alive character.
The Demon knows you are the King.



Cuckoo
Each night, you become the alignment of an alive neighbor.
If all good players choose to join you, you are a good player.



Artist
Once per game, during the day,
privately ask the Storyteller any question.



Soldier
You are safe
from the Demon.



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



Chameleon
If the Demon kills the King,
you learn which player is the Demon.
(In the King)



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

OUTSIDERS



Clown
Each night, the 1st player to choose you
with their ability to share until dawn.
You become their alignment.



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



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



Seer
If 3 or more players are alive,
you must vote for every nomination.

MINIONS



Godfather
You start knowing which Outsiders are in play.
If 3 died today, choose a player tonight. They die.
(1-1 or +1 Outsider)



Poisoner
Each night, choose a player.
They are poisoned tonight and tomorrow day.



Executioner
Each night, choose a player.
If you nominate & execute them, their team loses.
All players know if you choose a new player.



Madman
You think you are a good character but you are not.
The Demon knows who you are.
(The neighbor the Demon)

DEMONS



Tappabillie
You start knowing which Outsiders are in play.
If 3 died today, choose a player tonight. They die.
(1-1 or +1 Outsider)



Fang On
Each night, choose a player. They die.
The 1st Outsider who kills becomes an evil Fang On.
& you die instead. (1-1 Outsider)



Lord Of Tophan
Each night, choose a player. They die.
(But characters are in a line. You are in the middle.
+1 Demon, -1 or +1 Outsider)



Liar
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.



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.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



Sailor

The Sailor chooses a living player. ☺



Marionette

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



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



Poisoner

The Poisoner chooses a player. ☹



Godfather

Show the character tokens of all in-play Outsiders.



Fearmonger

The Fearmonger picks a player:
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



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**. ☹



Noble

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



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)



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.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Sailor**

The Sailor chooses a living player. ☉

**Poisoner**

The Poisoner chooses a player. ☉

**Fearmonger**The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."**Fang Gu**The Fang Gu chooses a player. ☉ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☉**Lord Of Typhon**

The Lord of Typhon chooses a player. ☉

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

**Choirboy**

If the Demon killed the King, wake the Choirboy. Point to the Demon player.

**Moonchild**

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

**Ravenkeeper**

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

**Dreamer**

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

**King**

If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.

**Cult Leader**The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)**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.**Dawn**

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