

# TOWNSFOLK



## Town Crier

Each night\*, you learn if a Minion nominated today.



## Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



## 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]



## Exorcist

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



## Nightwatchman

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



## 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.



## Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



## 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.

# 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.



## Politician

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



## Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

# MINIONS



## Cerenovus

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



## Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



## Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



## Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



## Yaggababble

You know each other. Each night, you can publicly say a name.



## Po

Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



## Ojo

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



## Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

# DEMONS

\*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



## 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.



## Summoner

Place the **NIGHT 1** reminder. ☉  
Show the Summoner 3 not-in-play characters as bluffs.



## 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.



## Widow

Show the Grimoire for as long as the Widow needs.  
The Widow picks a player. Mark that player with a **POISONED** reminder. ☉ Put the Widow to sleep.  
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☉



## 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



## Pukka

The Pukka chooses a player. ☉



## Damsel

Wake each Minion. Show the Damsel token.



## 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.



## Dawn

Wait a few seconds. Call for eyes open.