

# TOWNSFOLK



## Chef

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



## 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.)



## Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. **[1 Townsfolk is evil]**



## Monk

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



## 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.



## Slayer

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



## 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.



## 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.



## Mayor

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



## Virgin

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

# OUTSIDERS



## Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



## Drunk

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



## Zealot

If 5 or more players are alive, you must vote for every nomination.



## Damsel

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

# MINIONS



## Widow

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



## Marionette

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



## Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



## Baron

There are extra Outsiders in play. **[+2 Outsiders]**

# DEMONS



## Yaggababble

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



## No Dashii

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



## Po

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



## Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. **[+1 Outsider]**

\*Not the first night





## Dusk

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



## 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.



## Marionette

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



## 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. ☹



## Damsel

Wake each Minion. Show the Damsel token.



## 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**).



## Grandmother

Point to the grandchild player & show their character token.



## Bounty Hunter

Wake any player with a Townsfolk character:  
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.  
Turn their token upside-down. (This shows they are evil.)  
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



## Dawn

Wait a few seconds. Call for eyes open.





## Dusk

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



## Cannibal

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.



## Monk

The Monk chooses a player. ☺



## Po

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☺ or ☺☺(\*



## 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. ☺



## No Dashii

The No Dashii chooses a player. ☺



## Yaggababble

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



## Sage

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



## Damsel

TBD



## Grandmother

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



## Fortune Teller

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



## Bounty Hunter

If the player with the **SEEN** token died today or tonight, point to an evil player.  
Move the **SEEN** token to the shown player. ☺



## Dawn

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