

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]



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



**Vizier**  
All players know who you are.  
You can not die during the day.  
If good voted, you may choose to execute immediately.



**Xaan**  
On night X,  
all Townsfolk are poisoned until dusk.  
[X Outsiders]

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

**Xaan**

Add the **NIGHT** reminder token that matches the current night. ☉  
On the night that equals the number of Outsiders in play when the game began:  
Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.

**Gambler**

The Gambler chooses a player & a character. ☉

**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.