

# 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.



## Barber

If you died today or tonight, the Demon may choose  
2 players (not another Demon) to swap characters.

# MINIONS



## Psychopath

Each day, before nominations,  
you may publicly choose a player: they die.  
If executed, you only die if you lose roshambo.



## Summoner

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



## Boomdandy

If you are executed, all but 3 players die.  
After a 10 to 1 countdown,  
the player with the most players pointing at them, dies.



## Xaan

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



## 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

# DEMONS





**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.



**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.



**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. ☉



**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.



**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



## 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. ☉



## Summoner

On night two, place the **NIGHT 2** reminder. ☉  
On night three, place the **NIGHT 3** reminder ☉ and wake the Summoner:  
They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.  
Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.  
Show the **YOU ARE** info token, then give a thumbs down.  
Replace their character token with the Demon token and put the new Demon to sleep.



## 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. ☉



## Barber

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens  
If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.



## 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.