

# TOWNSFOLK



## Steward

You start knowing 1 good player.



## Noble

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



## Empath

Each night, you learn how many of your 2 alive neighbours are evil.



## Acrobat

Each night\*, choose a player: if they are drunk or poisoned, you die.



## Village Idiot

Each night, choose a player: you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]



## Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



## 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.



## 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.



## Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



## 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



## Tinker

You might die at any time.



## Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



## Sweetheart

When you die, 1 player is drunk from now on.



## 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]



## Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



## Goblin

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



## Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

# DEMONS



## Shabaloth

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



## Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



## Fang Gu

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



## Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

\*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



## 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.



## Godfather

Show the character tokens of all in-play Outsiders.



## Organ Grinder

The Organ Grinder either nods or shakes their head:  
If they nod their head, mark them with the **DRUNK** reminder. ☹  
If they shake their head, remove their **DRUNK** reminder.



## Witch

The Witch chooses a player. ☹



## Empath

Give a finger signal.



## Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



## Steward

Point to the player marked **KNOW**. ☹



## Noble

Point to all three players 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.



## 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



## Acrobat

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☹



## Organ Grinder

The Organ Grinder either nods or shakes their head:  
If they nod their head, mark them with the **DRUNK** reminder. ☹  
If they shake their head, remove their **DRUNK** reminder.



## Witch

The Witch chooses a player. ☹



## Legion

You may decide a player that dies. (Once per living Legion) ☹



## Shabaloth

A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹



## 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. ☹



## Vigormortis

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹



## 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.



## Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹



## Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹  
Publicly announce that the Banshee died.



## Tinker

The Tinker might die. ☹



## Empath

Give a finger signal.



## Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



## 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.



## Dawn

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