

# TOWNSFOLK



## Flowergirl

Each night\*, you learn if a Demon voted today.



## Oracle

Each night\*, you learn how many dead players are evil.



## Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



## Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



## Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



## Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



## Exorcist

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



## Seamstress

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



## 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.



## Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



## Virgin

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



## Pacifist

Executed good players might not die.

# OUTSIDERS



## Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



## Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



## Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



## Zealot

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

# MINIONS



## Mezephheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



## Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



## Goblin

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



## Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



## Yaggababble

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



## Vigormortis

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



## Vortex

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



## Riot

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

# 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



## Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.



## 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.



## Lunatic

If there are 7 or more players, wake the Lunatic:

Show the **THESE ARE YOUR MINIONS** token. Point to any players.

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.

Put the Lunatic to sleep. Wake the Demon.

Show the **YOU ARE** info token and the Demon token.

Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



## 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.



## Sailor

The Sailor chooses a living player. ☺



## Preacher

The Preacher chooses a player. If they choose a Minion:

Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.

Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



## Devil's Advocate

The Devil's Advocate chooses a living player. ☺



## Mezephales

Show a single word on a piece of paper, phone, or other device.



## Butler

The Butler chooses a player. ☺



## Seamstress

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



## Chambermaid

The Chambermaid chooses 2 living players. 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



## Sailor

The Sailor chooses a living player. ☉



## Preacher

The Preacher chooses a player. If they choose a Minion:  
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



## Gambler

The Gambler chooses a player & a character. ☉



## Devil's Advocate

The Devil's Advocate chooses a living player. ☉



## Mezephheles

If a player is marked with the **TURNS EVIL** reminder:  
Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.  
Turn their character token upside down. (This shows they are now evil.)  
Mark the Mezephheles with the **NO ABILITY** reminder. ☉



## Lunatic

Do whatever needs to be done to simulate the Demon acting.  
Put the Lunatic to sleep. Wake the Demon.  
Show the Lunatic token & point to them, then their target(s).



## Exorcist

The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon:  
Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.



## Vortex

The Vortex chooses a player. ☉



## Vigormortis

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



## Yaggababble

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



## Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



## Flowergirl

Either nod or shake your head.



## Oracle

Give a finger signal.



## Seamstress

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



## Butler

The Butler chooses a player. ☉



## Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



## Dawn

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