

# TOWNSFOLK



## Knight

You start knowing 2 players that are not the Demon.



## Chef

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



## Noble

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



## Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



## Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



## Flowergirl

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



## High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



## Acrobat

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



## Exorcist

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



## Savant

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



## Nightwatchman

Once per game, at night, choose a player: they learn you are the Nightwatchman.



## Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



## Banshee

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

# 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.



## Recluse

You might register as evil & as a Minion or Demon, even if dead.



## Damsel

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

# MINIONS



## Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



## Pit-Hag

Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



## Summoner

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



## 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.



## No Dashii

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



## Vortex

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



## 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]



## Al-Hadikhia

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

# DEMONS

\*Not the first night





## Dusk

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



## 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.



## 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.



## 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.



## Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



## Pixie

Show the Townsfolk character token marked **MAD**.



## Damsel

Wake each Minion. Show the Damsel token.



## Chef

Give a finger signal.



## Grandmother

Point to the grandchild player & show their character token.



## Knight

Point to the two players marked **KNOW**. ☹☹



## Noble

Point to all three players marked **KNOW**.



## 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. ☹



## High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



## Dawn

Wait a few seconds. Call for eyes open.





Dusk

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



Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☉



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.



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:  
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



Harpy

The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



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.



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.



No Dashii

The No Dashii chooses a player. ☉



Vortex

The Vortex chooses a player. ☉



Lord Of Typhon

The Lord of Typhon chooses a player. ☉



Al-Hadikhia

The Al-Hadikhia points at three players:  
Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.  
Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.  
Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.  
Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  
If all three are alive (none have a shroud), add a shroud to all three.



Banshee

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



Damsel

TBD



Grandmother

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



Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Flowergirl

Either nod or shake your head.



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. ☉



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Dawn

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