

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]



Devil's Advocate

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



Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



Yaggababble

You start knowing each other. Each night, you can publicly say a name.



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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]

DEMONS

*Not the first night

	Kazali	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the You Are info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	Dusk	<p>Check that all eyes are closed. Some Travellers & Fabled act.</p>
	Amnesiac	<p>This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information</p>
	Yaggababble	<p>Write a phrase down so that the Yaggababble can read it.</p> <p>Show the Yaggababble the phrase.</p>
	Lil' Monsta	<p>Instead of the normal Minion Info and Demon Info steps, do the following:</p> <p>Wake all Minions. Show the THESE ARE YOUR MINIONS token. The minions pick a player:</p> <p>Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the IS THE DEMON token.</p> <p>Put the chosen player back to sleep. Place the IS THE DEMON token beside them. ☹</p>
	Minion Info	<p>If there are 7 or more players, wake all Minions:</p> <p>Show the THIS IS THE DEMON token. Point to the Demon.</p>
	Kazali	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the You Are info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	Demon Info	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to all Minions.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p>
	Widow	<p>Show the Grimoire for as long as the Widow needs.</p> <p>The Widow picks a player. Mark that player with a POISONED reminder. ☹ Put the Widow to sleep.</p> <p>Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder. ☹</p>
	Godfather	<p>Show the character tokens of all in-play Outsiders.</p>
	Devil's Advocate	<p>The Devil's Advocate chooses a living player. ☹</p>
	Fearmonger	<p>The Fearmonger picks a player:</p> <p>Mark the chosen player with the FEAR reminder. ☹ Declare that "The Fearmonger has chosen a player."</p>
	Steward	<p>Point to the player marked KNOW. ☹</p>
	Librarian	<p>Show the Outsider character token. Point to both the OUTSIDER and WRONG players.</p>
	Chef	<p>Give a finger signal.</p>
	General	<p>If you believe that the good team is winning, give a thumbs up.</p> <p>If you believe that the evil team is winning, give a thumbs down.</p> <p>If you don't know which team is winning, give a thumbs to the side.</p>
	Village Idiot	<p>Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.</p> <p>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.</p>
	Fortune Teller	<p>The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).</p>
	Nightwatchman	<p>If the Nightwatchman points at a player:</p> <p>Put the Nightwatchman to sleep.</p> <p>Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token.</p> <p>Point to the Nightwatchman player. Put the chosen player back to sleep.</p> <p>Mark the Nightwatchman with the NO ABILITY reminder token. ☹</p>
	Mathematician	<p>Give a finger signal.</p>
	Dawn	<p>Wait a few seconds. Call for eyes open.</p>

**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

**Gambler**

The Gambler chooses a player & a character. ☺

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☺

**Fearmonger**

The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ☺ Declare that "The Fearmonger has chosen a player."

**Yaggababble**

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

**Kazali**

The Kazali 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. ☺

**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.

**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.

**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.

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**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. ☺

**Mathematician**

Give a finger signal.

**Dawn**

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