

# TOWNSFOLK



## Steward

You start knowing 1 good player.



## Noble

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



## Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



## Empath

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



## Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



## Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



## King

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



## Savant

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



## Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



## Soldier

You are safe from the Demon.



## Ravenkeeper

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



## Choirboy

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



## Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



## 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.



## Golem

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



## Zealot

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



## Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



## 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.



## Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]



## Yaggababble

You start knowing 3 players. For the first night, you can't die. On the 2nd night, you can die.



## 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]



## Imp

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



## Lleeche

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

\*Not the first night

# OUTSIDERS

# MINIONS

# DEMONS





**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.



**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.



**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.



**King**

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



**Marionette**

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.  
Put the Demon to sleep.



**Yaggababble**

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.



**Poisoner**

The Poisoner chooses a player. ☹



**Widow**

Show the Grimoire for as long as the Widow needs.  
The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.  
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



**Fearmonger**

The Fearmonger picks a player:  
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



**Lleech**

The Lleech picks a player. Mark them with the **POISONED** token. ☹



**Steward**

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



**Noble**

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



**Washerwoman**

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



**Empath**

Give a finger signal.



**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



**Dawn**

Wait a few seconds. Call for eyes open.



**Dusk**

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

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Poisoner**

The Poisoner chooses a 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. ☹

**Lleech**

The Lleech chooses a player. Mark them with the **DEAD** token. ☹

**Imp**

The Imp chooses a player. ☹ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☹

**Ravenkeeper**

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

**Choirboy**

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

**Empath**

Give a finger signal.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**King**

If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.

**Dawn**

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