

# TOWNSFOLK



## High Priestess

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



## General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



## 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.



## Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



## Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



## Ravenkeeper

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



## Mayor

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



## Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.

# OUTSIDERS



## Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



## Saint

If you die by execution, your team loses.



## Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



## Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

# MINIONS



## Wraith

You may choose to open your eyes at night. You wake when other evil players do.



## Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



## Baron

There are extra Outsiders in play. [+2 Outsiders]



## Boffin

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

# DEMONS



## Yaggababble

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



## Vortex

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



## 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

**Wraith**

Wake the Wraith whenever other evil players wake.

**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.

**Poppy Grower**

Wake the Demon.

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.

**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.

**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.

**High Priestess**

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

**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.

**Dawn**

Wait a few seconds. Call for eyes open.



**Dusk**

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

**Wraith**

Wake the Wraith whenever other evil players wake.

**Amnesiac**

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information

**Poppy Grower**

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:  
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.  
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

**Scarlet Woman**

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

**Princess**

If it is the Princess' first day, and they nominated and executed a player:  
If the Demon would wake to choose a player, wake them as normal. The Demon does not kill.

**Legion**

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

**Vortex**

The Vortex chooses a player. ☹

**Yaggababble**

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

**Ravenkeeper**

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

**High Priestess**

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

**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.

**Dawn**

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