

# TOWNSFOLK



## Investigator

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



## Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



## Flowergirl

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



## Acrobat

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



## General

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



## Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



## 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.



## Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



## Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



## Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



## Amnesiac

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



## Sage

If the Demon kills you, you learn that it is 1 of 2 players.



## 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



## Golem

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



## Sweetheart

When you die, 1 player is drunk from now on.



## 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



## Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



## Pit-Hag

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



## Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



## Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

# DEMONS



## Shabaloth

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



## Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



## 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]



## Lleech

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





## 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



## 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.



## Lleech

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



## Wizard

Run the Wizard's ability, if applicable.



## Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺



## Cerenovus

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



## Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



## Fortune Teller

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



## Clockmaker

Give a finger signal.



## 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.



	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Amnesiac</b>	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	<b>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Wizard</b>	Run the Wizard's ability, if applicable.
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ☹
	<b>Snake Charmer</b>	The Snake Charmer chooses a player. If they chose the Demon: Show the <b>YOU ARE</b> & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ☹
	<b>Cerenovus</b>	The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	<b>Pit-Hag</b>	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 <b>YOU ARE</b> token & their new character token.
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) ☹
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹
	<b>Lord Of Typhon</b>	The Lord of Typhon chooses a player. ☹
	<b>Lleech</b>	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☹
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ☹
	<b>Hatter</b>	If the Hatter died, wake the Minions and Demon: Show them the <b>THIS CHARACTER SELECTED YOU</b> 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 <b>TEA PARTY TONIGHT</b> reminder. Change each player to the character they chose.
	<b>Sweetheart</b>	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Banshee</b>	If the demon killed the Banshee tonight, place the <b>HAS ABILITY</b> token. ☹ Publicly announce that the Banshee died.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Flowergirl</b>	Either nod or shake your head.
	<b>General</b>	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.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.