

# TOWNSFOLK



## Steward

You start knowing 1 good player.



## Town Crier

Each night\*, you learn if a Minion nominated today.



## 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]



## Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



## Exorcist

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



## Alsaahir

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



## Engineer

Once per game, at night, choose which Minions or which Demon is in play.



## Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



## Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk.  
[+the Damsel]



## Alchemist

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



## 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.



## Atheist

The Storyteller can break the game rules, and if executed, good wins, even if you are dead.  
[No evil characters]

# OUTSIDERS



## Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



## Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



## Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



## Damsel

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

# MINIONS



## Devil's Advocate

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



## Wizard

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



## Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



## Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



## Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



## Yaggababble

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



## Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

# DEMONS

\*Not the first night





Dusk

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



Amnesiac

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



Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep.  
Mark the Alchemist with the **IS THE ALCHEMIST** token. ☉ Swap the Alchemist token with this Minion token.  
Turn the Minion token upside-down. (This shows they are still good.).



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.



Engineer

If the Engineer points to a Demon or Minions on their character sheet:  
Swap all appropriate character tokens with new character tokens.  
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.  
Mark the Engineer with the **NO ABILITY** reminder token. ☉



Courtier

The Courtier might choose a character. ☉☉



Wizard

Run the Wizard's ability, if applicable.



Devil's Advocate

The Devil's Advocate chooses a living player. ☉



Evil Twin

Wake both twins. Allow eye contact.  
Show the good twin's character token to the Evil Twin & vice versa.



Pukka

The Pukka chooses a player. ☉



Huntsman

If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☉  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



Damsel

Wake each Minion. Show the Damsel token.



Steward

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



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.



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
Put the Cult Leader back to sleep.  
Turn the Cult Leader token upside-down. (This shows their alignment.)



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.



Vizier

Declare that the Vizier is in play, and which player it is.



**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

**Engineer**

If the Engineer points to a Demon or Minions on their character sheet:  
Swap all appropriate character tokens with new character tokens.  
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.  
Mark the Engineer with the **NO ABILITY** reminder token. ☹

**Courtier**

The Courtier might choose a character. ☹☹

**Wizard**

Run the Wizard's ability, if applicable.

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☹

**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.

**Pukka**

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹

**Yaggababble**

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

**Barber**

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens  
If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

**Huntsman**

If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☹  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

**Damsel**

TBD

**Town Crier**

Either nod or shake your head.

**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.

**Cult Leader**

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
Put the Cult Leader back to sleep.  
Turn the Cult Leader token upside-down. (This shows their alignment.)

**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.