

## TOWNSFOLK



### Pixie

You start knowing 1 in-play Townsfolk.  
If you were mad that you were this character,  
you gain their ability when they die.



### Empath

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



### High Priestess

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



### Gambler

Each night\*, choose a player & guess their character:  
if you guess wrong, you die.



### 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.



### Farmer

If you die at night,  
an alive good player becomes a Farmer.



### Tea Lady

If both your alive neighbors are good,  
they can't die.



### Ogre

On your 1st night, choose a player (not yourself):  
you become their alignment (you don't know which)  
even if drunk or poisoned.



### Drunk

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



### Zealot

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



### Widow

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



### Mastermind

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



### Marionette

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



### Lil' Monsta

Each night, Minions choose  
who babysits Lil' Monsta & 'is the Demon'.  
Each night\*, a player might die. [+1 Minion]



### Zombuul

Each night\*, if no-one died today,  
choose a player: they die.  
The 1st time you die, you live but register as dead.

\*Not the  
first night

## OUTSIDERS

## MINIONS

## DEMONS



## Dusk

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



## Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:  
Put the minions back to sleep. 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. ☹



## 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.



## Marionette

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



## 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. ☹



## Pixie

Show the Townsfolk character token marked **MAD**.



## Empath

Give a finger signal.



## High Priestess

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



## Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



## Dawn

Wait a few seconds. Call for eyes open.



## Dusk

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



## Gambler

The Gambler chooses a player & a character. ☺



## Zombuul

If no one died today, the Zombuul 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. ☺



## Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:  
Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☺



## Farmer

If the Farmer died tonight:  
Wake an alive good player.  
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.  
Replace their previous character token with a Farmer character token.



## Empath

Give a finger signal.



## High Priestess

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



## Dawn

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