

# TOWNSFOLK



## Oracle

Each night\*, you learn how many dead players are evil.



## Innkeeper

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



## Monk

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



## Acrobat

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



## Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



## Dreamer

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



## Lycanthrope

Each night\*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



## Courtier

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



## Fisherman

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



## Cannibal

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



## Choirboy

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



## Fool

The first time you die, you don't.



## Atheist

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

# OUTSIDERS



## Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



## Tinker

You might die at any time.



## Golem

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



## Plague Doctor

If you die, the Storyteller gains a Minion ability.

# MINIONS



## Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



## 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.



## Boffin

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



## Xaan

On night X, all Townsfolk are poisoned until dusk. **[X Outsiders]**



## Shabaloth

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



## Po

Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



## Legion

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



## Riot

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

\*Not the first night





## Dusk

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



## 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.



## 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.



## Xaan

Add the **NIGHT** reminder token that matches the current night. ☉

On the night that equals the number of Outsiders in play when the game began:

Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.



## Courtier

The Courtier might choose a character. ☹☹



## Evil Twin

Wake both twins. Allow eye contact.

Show the good twin's character token to the Evil Twin & vice versa.



## Dreamer

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



## Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



## Dawn

Wait a few seconds. Call for eyes open.



**Dusk**

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

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**Xaan**

Add the **NIGHT** reminder token that matches the current night. ☉  
On the night that equals the number of Outsiders in play when the game began:  
Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.

**Courtier**

The Courtier might choose a character. ☉☉

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Acrobat**

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☉

**Monk**

The Monk chooses a player. ☉

**Lycanthrope**

The Lycanthrope points to a player. If the chosen player is good:  
Mark them with the **DEAD** reminder. ☉ Demon doesn't kill tonight.

**Legion**

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

**Shabaloth**

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉

**Po**

The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉☉\*

**Plague Doctor**

If the Plague Doctor died, place a Minion character token in the center of the Grimoire.  
Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

**Choirboy**

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

**Tinker**

The Tinker might die. ☉

**Dreamer**

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

**Oracle**

Give a finger signal.

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

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