

# TOWNSFOLK



## Steward

You start knowing  
1 good player.



## Flowergirl

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



## Town Crier

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



## Empath

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



## Gambler

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



## Village Idiot

Each night, choose a player:  
you learn their alignment.  
[+0 to +2 Village Idiots. 1 of the extras is drunk]



## Courtier

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



## Juggler

On your 1st day,  
publicly guess up to 5 players' characters.  
That night, you learn how many you got correct.



## 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.



## Banshee

If the Demon kills you, all players learn this.  
From now on, you may nominate twice per day  
and vote twice per nomination.



## Poppy Grower

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



## Pacifist

Executed good players  
might not die.

# OUTSIDERS



## Drunk

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



## Recluse

You might register as evil & as a Minion or Demon,  
even if dead.



## Moonchild

When you learn that you died,  
publicly choose 1 alive player.  
Tonight, if it was a good player, they die.



## Heretic

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

# MINIONS



## Godfather

You start knowing which Outsiders are in play.  
If 1 died today, choose a player tonight: they die.  
[-1 or +1 Outsider]



## Devil's Advocate

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



## Spy

Each night, you see the Grimoire.  
You might register as good  
& as a Townfolk or Outsider, even if dead.



## Vizier

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



## Yaghababble

You start knowing each other. For the first night, you can publicly guess a player's role.



## 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.



## Vortex

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

# DEMONS

\*Not the  
first night





## Amnesiac

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



## Dusk

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



## Yaggababble

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.



## 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.



## 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.



## Courtier

The Courtier might choose a character. ☹☹



## Godfather

Show the character tokens of all in-play Outsiders.



## Devil's Advocate

The Devil's Advocate chooses a living player. ☹



## Spy

Show the Grimoire to the Spy for as long as they need.



## Lleech

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



## Steward

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



## Empath

Give a finger signal.



## 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.



## 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

**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.

**Courtier**

The Courtier might choose a character. ☉☉

**Gambler**

The Gambler chooses a player & a character. ☉

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☉

**Spy**

Show the Grimoire to the Spy for as long as they need.

**Yaggababble**

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

**Lleech**

The Lleech chooses a player. Mark them with the **DEAD** token. ☉

**Vortex**

The Vortex chooses a player. ☉

**Godfather**

If an Outsider died today, the Godfather chooses a player. ☉

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☉

**Banshee**

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉  
Publicly announce that the Banshee died.

**Empath**

Give a finger signal.

**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.

**Town Crier**

Either nod or shake your head.

**Juggler**

Give a finger signal.

**Dawn**

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