

# TOWNSFOLK



## Chef

You start knowing how many pairs of evil players there are.



## Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



## Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



## Pixie

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



## Town Crier

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



## Oracle

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



## Empath

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



## Monk

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



## Courtier

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



## Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



## Juggler

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



## Cannibal

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



## Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.

# OUTSIDERS



## Drunk

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



## Barber

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

# MINIONS



## Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



## Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



## Marionette

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



## Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. **[No Demon]**



## Baron

There are extra Outsiders in play. **[+2 Outsiders]**



## Yaggababble

You know who the first time you die, you die.



## Legion

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



## Ojo

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

# DEMONS

\*Not the first night





Dusk

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



Summoner

Place the **NIGHT 1** reminder. ☹  
Show the Summoner 3 not-in-play characters as bluffs.



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.



Summoner

Place the **NIGHT 1** reminder. ☹  
Show the Summoner 3 not-in-play characters as bluffs.



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.



Courtier

The Courtier might choose a character. ☹☹



Poisoner

The Poisoner chooses a player. ☹



Witch

The Witch chooses a player. ☹



Chef

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Shugenja

Point your finger horizontally in the direction of the closest evil player.  
If the two closest evil players are equidistant, point your finger horizontally in either direction.



Pixie

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



Empath

Give a finger signal.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Dawn

Wait a few seconds. Call for eyes open.



**Dusk**

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

**Cannibal**

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

**Summoner**

On the third night, wake the Summoner:  
 They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.  
 Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.  
 Show the **YOU ARE** info token, then give a thumbs down.  
 Replace their character token with the Demon token and put the new Demon to sleep.

**Courtier**

The Courtier might choose a character. ☹☹

**Poisoner**

The Poisoner chooses a player. ☹

**Monk**

The Monk chooses a player. ☹

**Witch**

The Witch chooses a player. ☹

**Summoner**

On the third night, wake the Summoner:  
 They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.  
 Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.  
 Show the **YOU ARE** info token, then give a thumbs down.  
 Replace their character token with the Demon token and put the new Demon to sleep.

**Yaggababble**

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

**Ojo**

The Ojo points to a role. If a player has that role, they die. ☹  
 If the role is out of play, the Storyteller chooses any number of players that die. ☹

**Legion**

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

**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.

**Moonchild**

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

**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. ☹

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☹

**Empath**

Give a finger signal.

**Town Crier**

Either nod or shake your head.

**Oracle**

Give a finger signal.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ☹

**Juggler**

Give a finger signal.

**Dawn**

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